Privateer Press™

NO QUARTER MAGAZINE™

ISSUE Nº-16
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WARMACHINE®

THE BIRTH OF LEGENDS
A PREVIEW OF ***LEGENDS*** **WARCASTERS**

RIDE THE LIGHTNING
STORMBLADES AND **STORMGUARD**

MAGIC BULLET THEORY
GUN MAGES IN THE IRON KINGDOMS

PLUS!
KREOSS IN **THE GAVYN KYLE FILES**
WARMACHINE RECENT BATTLES
AND **HORDES TROOPER TACTICS**

JANUARY 2008
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AND EVEN MORE CONTENT FOR: HORDES™ IRON KINGDOMS™

On the Cover

EPIC NEMO BY KIERAN YANNER

A SELF-TAUGHT ARTIST BORN AND RAISED IN THE AUSTRALIAN COASTAL CITY OF DARWIN, KIERAN CROSSED THE PACIFIC AT THE AGE OF 20 TO PURSUE HIS DREAMS IN THE LAND OF OPPORTUNITY—THE UNITED STATES OF AMERICA. WITH SOME HARD WORK AND MANY SLEEPLESS NIGHTS, HE HAS AMASSED A BROAD CLIENT BASE FROM AROUND THE WORLD AND PRODUCED CREATIVE WORKS FOR A NUMBER OF LEADING ENTERTAINMENT COMPANIES.

CREDITS

Trick or Treat! Ok...Trick.

Would you take candy from these two if you came knocking at their door? Undead Press Ganger Jim Cartwright stopped by the Privateer Press offices this Halloween to drop off some candy and receive orders from his lord, Iron Lich Asphyxious (sculpted by Chris Teimeyer). Mmm... necrotite-filled candy...

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No Quarter Magazine

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Two shots below the waterline for the scallywag who pirates the pirates. Ye been warned.

FIRE IN THE HOLE

2008: A Legendary Year

Welcome to 2008, destined to be a legendary year for players of Privateer Press games!

Flip to page 12 to see an announcement on just how big things will be this year. Like the page says, you'll hear more about it very soon, so now, let's talk about what's coming for WARMACHINE, HORDES, Formula P3, and the Iron Kingdoms in the pages of No Quarter.

Last issue, we discussed some of WARMACHINE's truly *legendary* future. Starting in this issue, we launch a series of specific previews for *WARMACHINE: Legends*. The book releases in August, just eight short months away, but we have lots to share with you before then. We have more WARMACHINE coverage for you than just previews, but judging from all the online excitement the new models have generated, we know what you're going to read first.

HORDES players, many currently fleshing out their 1,000-point lists with all the great goodies from *HORDES: Evolution*, have asked for more tactics guides. So be it. We have a series of tactics articles to help you get the very best out of your armies and Privateer Press Studio articles to help get your armies looking their best. Before you know it, you'll see fiction and previews leading up to *HORDES: Metamorphosis*, the next expansion due in 2009.

The recent release of the Formula P3 brushes heralds more great things for 2008, including our line of hobby supplies and painting guides that we'll feature soon. You'll get plenty of chances to show us your hobby work in the magazine too, either in our ever-expanding player gallery, the Formula P3 Grandmaster Painting Competition, or our own No Quarter Painting Challenge. Speaking of the Challenges, as a token of our appreciation to those dedicated and creative players who participated in our first three challenges, we've decided to send a gift certificate to our parts store (store.privateerpress.com) to all the participants of our first three Painting Challenges so they can continue their hobby efforts.

Finally, a word about the Iron Kingdoms role-playing game content in No Quarter.

Many of you have written concerning the pending publication of 4th edition D&D and how it might effect the content of No Quarter, which uses the 3.5 revised edition.

I am happy to say that we will continue to support Iron Kingdoms role-playing material based on the d20 3.5 revised edition rules set for all of 2008. We have lots more *Pendrake Encounters*, more goodies for *Foundry, Forge & Crucible*, and other RPG features headed your way, not to mention *Guts & Gears* and the new *Gavyn Kyle Files* for those of you who need military intelligence. *Sign & Sigil*, describing the dark origins of human magic, will find a home in the pages No Quarter this year – meaning that you get this exciting material much faster than if we published it as a book. In fact, you already have some of it, between the Infernalist prestige class in Issue #14 and the much-anticipated Militant Order of the Arcane Tempest and Loyal Order of the Amethyst Rose gun mage prestige classes within these pages. If it's adventure you crave, don't miss an issue of No Quarter in 2008 as your primary source for Iron Kingdoms role-playing.

Whatever game you play, 2008 is one of the biggest years for Privateer Press players.

Happy New Year. I hope yours is legendary!

As always,..

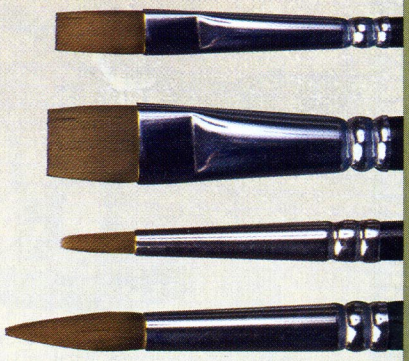
Play Like You've Got a Pair!

Nathan Letsinger

—Editor in Chief

NEW RELEASES

Privateer Press Formula P3 Drybrushes and Flat Brushes



These four specialized brushes deliver the best possible control for drybrushing everything from large areas to the finest details. The Small and Large Drybrushes have rounded tips ideal for painting irregular areas such as mechanical systems and basing materials. The Small and Large Flat Brushes provide precise control when covering broad, smooth areas such as warjack armor or walls for scenic projects.

P3 Small Flat Brush • PIP 93089 $9.99
P3 Large Flat Brush • PIP 93090 $17.99
P3 Small Drybrush • PIP 93091 $8.49
P3 Large Drybrush • PIP 93092 $9.49

Skorne Immortals

Those skorne warriors preserved from oblivion by ancestral guardians sometimes receive bodies carved from stone and hardened clay, take up weapons heavier than any mortal could swing, and go forth to fight again as Immortals. They may die a hundred deaths only to have a new body crafted each time and rise again to stand alongside the living and wage war eternal.

Sculptor: Todd Harris • PIP 74027 $36.99 • PIP 74028 $12.99

Mercenary Privateer Press Gang

Many captains view impressing sailors as a practical and time-honored method of recruitment, and it falls to the hardened men and women of the press gangs to replace lost crewmen in this fashion. These thugs take sadistic delight in waylaying strangers and enemies alike, shanghaiing them into a new life at sea with the application of a club to the back of the head.

Sculptor: Todd Harris • PIP 41058 $24.99 • PIP 41059 $8.99

NEW RELEASES

FEBRUARY 2008

Mercenary Privateer Warcaster Fiona the Black
Sculptor: Werner Klocke
PIP 41051 $11.99

Mercenary Privateer Bloody Bradigan
Sculptor: Bobby Jackson
PIP 41054 $9.99

Minion Gudrun the Wanderer
Sculptor: Gregory Clavilier
PIP 75011 $17.99

FEBRUARY 2008

Trollblood Kriel Warrior Standard Bearer & Piper Unit Attachment

Old traditions from the great trollkin uprisings, warriors carrying recognizable standards and pipers keeping time and spirits high have returned to lead the kriels to war. The standard's burning brazier moves warriors to fight beyond endurance, and the skirl of bagpipes both inspires the trollkin and conveys orders to them over the ceaseless din of battle.

Sculptor: Aragorn Marks • PIP 71031 $18.99

FEBRUARY 2008

Circle Orboros Wolves Master of the Hunt & Totem Bearer Unit Attachment

The Masters of the Hunt have touched the essence of the wilderness, and only they may lead the faithful Wolves of Orboros in the Wild Hunt blood rite. Accompanied by the totem that represents their vow to take no rest, these packs fight with perfect coordination, track their prey to the ends of the earth, and slaughter them to the last.

Sculptor: Todd Harris • PIP 72030 $16.99

NEW RELEASES

Legion of Everblight Blight Archer & Ammo Porter Unit Attachment

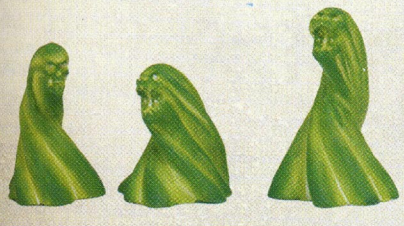
The Legion's hundreds of blighted archers are commanded by deacons who once led entire shards. At their signal, archers aim for the most vulnerable targets and cripple or maim what they cannot slay outright. Young arrow porters allow the archers to fire endlessly without breaking their killing rhythm and provide poisoned arrows to slay the most crucial targets.

Sculptor: Bobby Jackson • PIP 73030 $12.99

Skorne Venator Catapult Crew

While the skorne embrace cannons, they value catapults as tools to slaughter massed infantry. Venators prefer to fire a heavy ball packed with explosives and steel shards, which creates an earth-shaking explosion and sprays deadly fragments through the surrounding area. The catapult lobs projectiles high over *intervening* obstacles and has proven devastating to both warjacks and warbeasts caught in the blasts.

Sculptor: Olivier Nkweti Lafitte & Ben Saunders • PIP 74030 $29.99



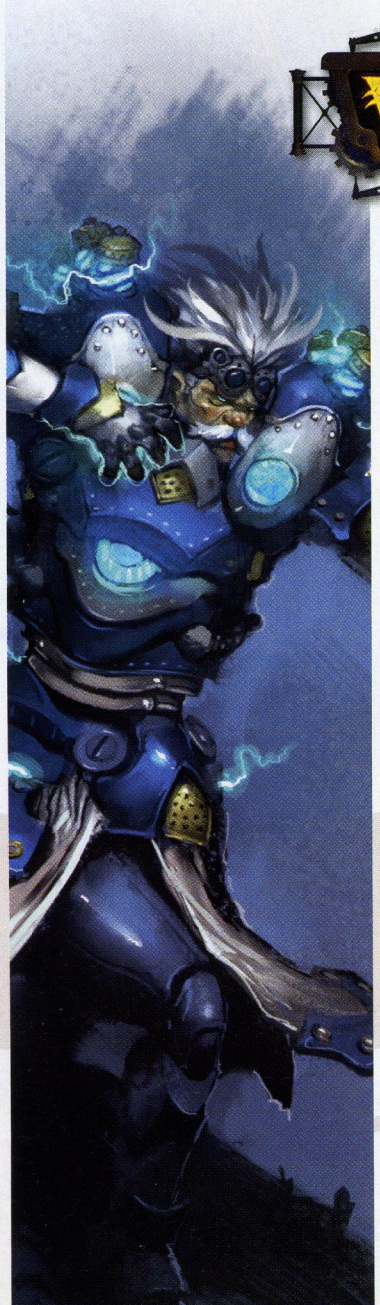
Souls

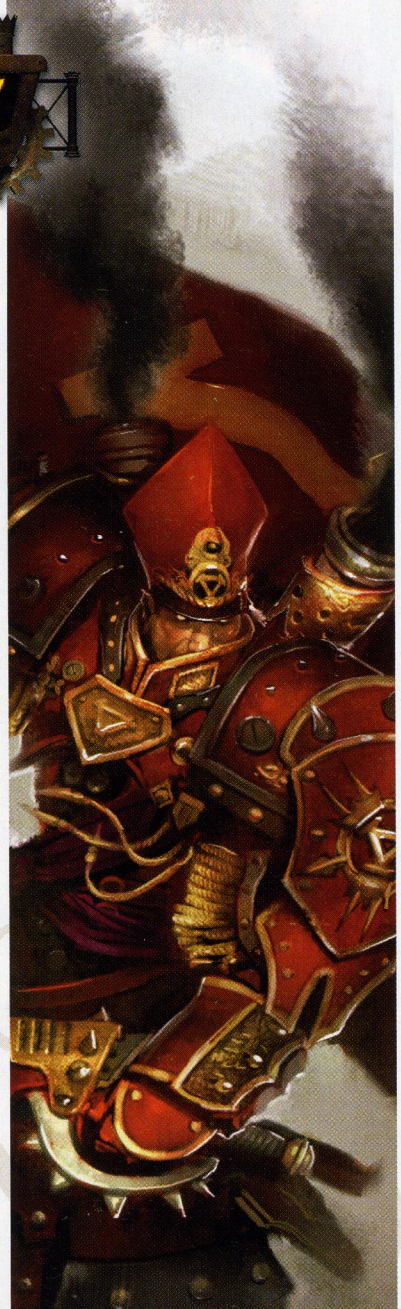
These attractive metal tokens for WARMACHINE and HORDES make collecting and tracking souls easy. Each blister pack includes nine Souls suitable for gaming and modeling. Cryx, Skorne, and Protectorate of Menoth players get the most use out of Souls and enjoy using multiple blister packs.

Sculptor: Rob Hawkins • PIP 91033 $9.99

A PREVIEW OF WARMACHINE: LEGENDS WARCASTERS

BIRTH OF LEGENDS





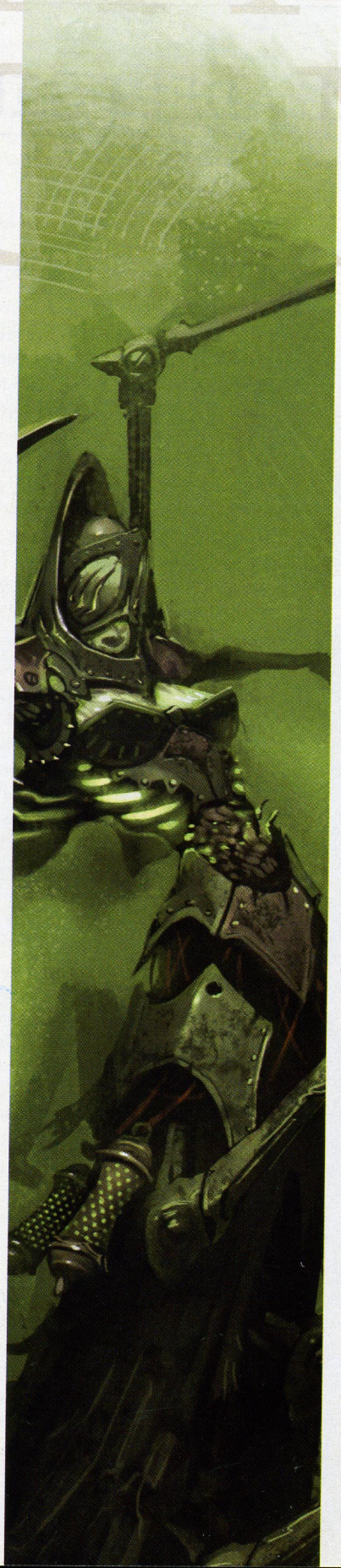
WARMACHINE: Legends, the culmination of all our previous efforts and the most exciting expansion yet, waits just around the corner. *Legends* will bring a number of the plotlines first established in *Prime: Remix* and *Escalation* to an exciting close and open up opportunities for new storylines and characters. Certainly, all of western Immoren will never be the same.

The book overflows with dynamic and interesting models for every faction, further exploring previously established army themes as well as opening up all new play styles. *Legends* focuses on characters, including a new warcaster for each faction in addition to pushing one of the more beloved warcaster from each faction to epic status.

Character abounds in other respects, including legendary solos, units, and warjacks. While *Legends* has no new mercenary warcasters, the book includes several dynamic new mercenary characters and units. (Mercenary players looking for new 'casters should check out *Forces of WARMACHINE: Pirates of the Broken Coast*, released in December.)

Unique character warjacks first appeared in *Apotheosis*, but players will discover new features with the character 'jacks in *Legends*. These represent individual machines built on previously established chassis that have fought alongside specific warcasters long enough to develop unique quirks, abilities, and affinities. Such legendary warjacks resemble their original chassis, but possess special modifications to match their distinct personalities and battle behavior.

As a taste of the things to come, this preview spotlights one warcaster for each faction on the pages to follow. This includes epic warcasters for Cygnar and Khador, along with new warcasters for Cryx and the Protectorate of Menoth. Look for additional previews of *Legends* models in the next issue of No Quarter Magazine.



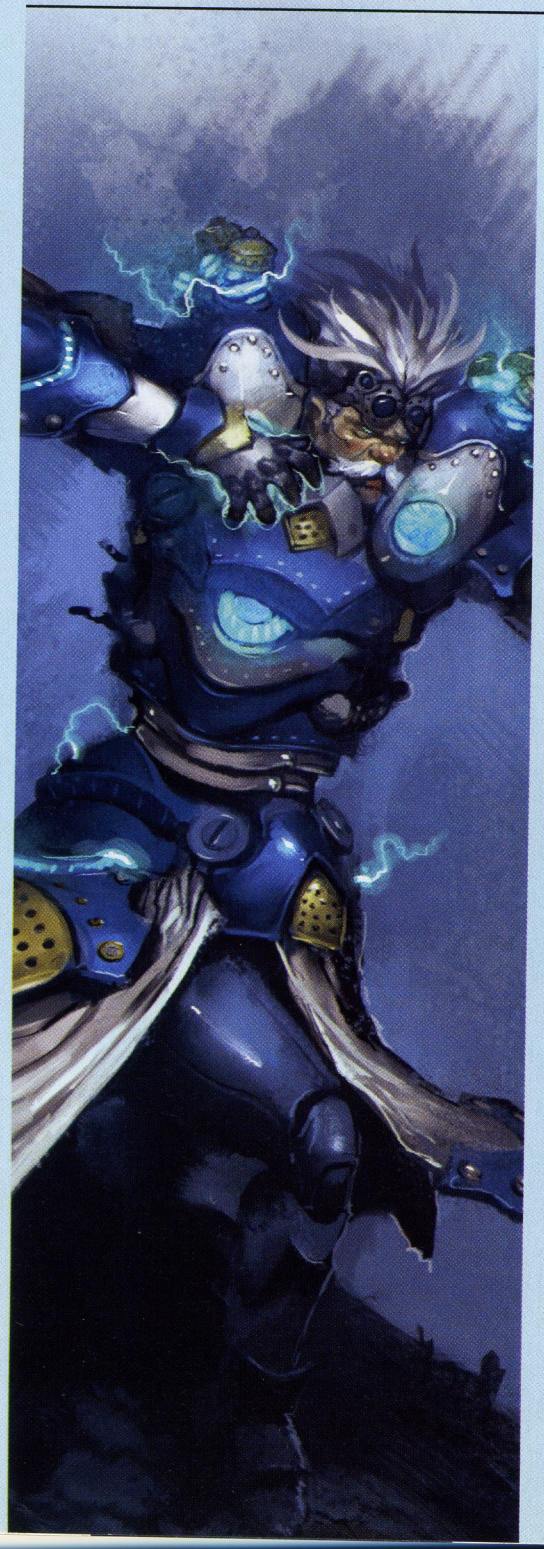
BIRTH OF LEGENDS

A PREVIEW OF WARMACHINE: LEGENDS WARCASTERS

GENERAL ADEPT SEBASTIAN NEMO

That our enemies tremble at the sound of peeling thunder and fear the flash of lightning is the legacy of one man, and his name is Sebastian Nemo.

—King Leto Raelthorne, approving the Warmaster General's request for promotion



Sebastian Nemo has given three lifetimes of service to his nation, soldiered under three Raelthorne kings, and defended Cygnar for nearly fifty years. Despite his sacrifices Nemo knows his nation needs him now more than ever. Recent battles forced the newly promoted general to rethink his tactics. As an inventor, Nemo grew accustomed to tearing up old schematics and starting fresh. He has done the same with both his approach to war and the weapons he bears to fight in his king's name.

During his recuperation from injuries sustained at the Orgoth temple of Garrodh, Nemo redesigned his weapons and warcaster armor by expanding techniques developed when creating the armor Lord Commander Stryker "appropriated" for his war against the Menites. Nemo has learned to rely on the strength of his warjacks more than ever and honed his powers to augment his machines' inherent capabilities. Nemo has taken a more aggressive stance on the battlefield, using augmented armor to walk amid the clash of combatants. The coils of his armor hum and glow blue with blazing voltaic energy translated by reactive matrixes into tremendous strength. In his hands Fulger delivers blows capable of shattering armor or sends forth a burst of galvanic energy that causes an enemy 'jack's gears to seize up and fuse. Everyone who fights at Nemo's side quickly realizes that age has done nothing to dampen his skill or enthusiasm for battle.

USING GENERAL ADEPT SEBASTIAN NEMO

While already good with warjacks, Nemo's promotion has only expanded this play style. General Nemo benefits even more from incorporating additional warjacks into his battlegroup to multiply the effect of his powerful High Voltage feat. Using Force Field and his improved armor, General Nemo can advance closer to the action and keep heavy 'jacks nearby as linebackers without fear of harm or knock down if his line gets slammed.

In most cases the focus provided by the High Voltage feat serve Nemo best when left on the warjacks for them to pummel enemies into paste. However, with Focus Matrix, Nemo can spend focus casting Pulse Lightning, Voltaic Strike, or his upkeep spells, and then recharge by taking back focus his feat allocated to cast more spells, enhance his combat abilities, or overboost his power field. By bolstering his strength with Arcane Amplifier and going through 14 focus in a turn, General Nemo can deliver a surprisingly brutal melee beat-down. Energizer allows Nemo to increase his own threat range as well as that of his warjacks. Never hesitate to send the old man in for a kill against an opponent who leaves a charge lane open.

TACTICAL TIPS

REMOTE ACTIVATION: This just means Nemo does not have to be in base-to-base contact with a warjack to reactivate it. This ability changes no other rules.

PULSE LIGHTNING: Apply this damage all at once.

SYSTEM BYPASS: If System Bypass expires on a warjack that has lost three systems, that warjack immediately becomes disabled.

SYSTEM BYPASS: Yes, this means that you can't arm lock a warjack that has System Bypass cast on it.

COHORTS

Some models confer abilities to other models in an army with them. Models that gain Cohort abilities retain them even if the model that confers these abilities is destroyed or removed from play.

If facing an enemy with DEF 16 or higher (where boosted MAT 5 will likely miss), use 'jacks to knock the target down before sending Nemo in for the coup-de-grace.

High Voltage requires a functional cortex to work, so use the feat before too many 'jacks succumb to damage. Fortunately, System Bypass lets Nemo keep even a heavily damaged warjack running at full effectiveness. Polarity Shield keeps 'jacks or other key models alive by letting any model impersonate a Centurion and stand safe from charges and slams. If facing a swarm of troops, Nemo can upkeep Lightning Shroud on his bonded 'jack, provide it with five focus, and gain free POW 10 lightning arcs with every hit. This spell also works very well on solos with multiple attacks, such as Captain Maxwell Finn with Wet Work.

As much as General Nemo enjoys warjacks, he plays well with a balanced list including both 'jacks and troops. Polarity Shield works across an entire unit, and the ability to redirect deviating AOEs with Force Field can protect lower ARM soldiers like Arcane Tempest Gun Mages. Never forget to take Stormsmiths with General Nemo; his Cohort rule allows them to make their skill checks more often and increases the damage of their strikes to a solid POW 12.

SPELL	COST	RNG	AOE	POW	UP	OFF
Energizer	*	Self	CTRL	-		
Nemo spends one to three focus points when this spell is cast. Models in his battlegroup currently in his control area may immediately move up to 1" for each focus point spent. Energizer may be cast once per turn.						
Force Field	3	Self	CTRL	-		X
Nemo does not suffer blast or collateral damage and cannot be knocked down. When an enemy AOE ranged attack deviates from a point in Nemo's control area, after the deviation distance has been rolled Nemo's controller chooses the direction the AOE deviates.						
Lightning Shroud	2	6	-	-		X
When target friendly Cygnar model directly hits a warjack with an attack, the model hit suffers Disruption. When the affected model hits an enemy model with a normal melee attack, lightning arcs to and automatically hits the nearest enemy model within 4". That model suffers an unboostable POW 10 damage roll. A warjack suffering Disruption loses any unused focus points and cannot be allocated focus points or channel spells for one round.						
Polarity Shield	2	6	-	-		X
This spell targets a friendly model/unit. A model affected by Polarity Shield cannot be targeted by charges or slam power attacks made by a model that began its normal movement in the affected model's front arc.						
Pulse Lightning	3	10	-	11		X
A model hit by Pulse Lightning suffers d3 damage rolls.						
System Bypass	3	8	-	-	X	
Target warjack in Nemo's battlegroup does not suffer the effects of disabled systems. The affected warjack is not disabled until four or more of its systems are disabled. When cast on a disabled warjack that has lost three systems, the warjack is no longer considered disabled.						
Voltaic Strike	3	8	-	14		X
Models within 1" of target enemy warjack suffer a damage roll equal to the warjack's current STR. Models damaged by Voltaic Strike suffer -2 SPD for one round.						

Nemo **Cmd 9**

SPD	STR	MAT	RAT	DEF	ARM
5	4	5	5	14	16

Galvanic Bolt

RNG	ROF	AOE	POW
10	1	—	13

Fulger

SPECIAL	POW	P+S
Reach	7	11

Focus	7
Damage	14
Field Allowance	C
Victory Points	5
Point Cost	84
Base Size	Small

Feat: MAELSTROM

General Adept Sebastian Nemo boasts supreme mastery over the voltaic energies provided by the thrumming coils of his warcaster armor. Where once he unleashed a random disruptive explosion, he has refined these energies to provide a precisely controlled surge channeled straight into his warjacks' cortexes. Nemo's empowered warjacks advance in perfect coordination to unleash a crushing offensive strike.

Warjacks in Nemo's battlegroup currently in his control area each receive up to 3 focus points. A warjack cannot have more than 3 focus points as a result of High Voltage.

Nemo

Arcane Amplifier - Nemo gains +1 STR for each unspent focus point on him.

Automatic Regenerator - At the beginning of his controller's Control Phase, Nemo removes d3 damage points.

Cohort: Expert Forecasters - Stormsmiths included in an army with Nemo have Stormcall [9] and gain +2 on Stormcall damage rolls.

Focus Matrix - Nemo can allocate focus points during his activation. Additionally, once per turn during Nemo's activation, his controller may remove focus points from warjacks in his battlegroup in his control area and place them on Nemo. Nemo cannot exceed his current FOC stat in focus points as a result of Focus Matrix.

Remote Activation - Nemo may forfeit his action to reactivate one inert friendly Cygnar warjack in his control area.

Warjack Bond - One warjack, which can be a unique warjack, in Nemo's battlegroup may begin the game bonded to him. Nemo can allocate up to 5 focus points to this warjack. When Nemo suffers damage from an enemy attack while his bonded warjack is in his control area, immediately after the attack has been resolved, the warjack may move up to its current SPD in inches.

Galvanic Bolt

Tractor Field - A warjack directly hit by Galvanic Bolt cannot move and suffers -4 DEF. While within 3" of the affected warjack, warjacks cannot run, charge, or slam and can only move directly toward the affected warjack. Tractor Field lasts for one round.

Fulger

Reach - 2" melee range.

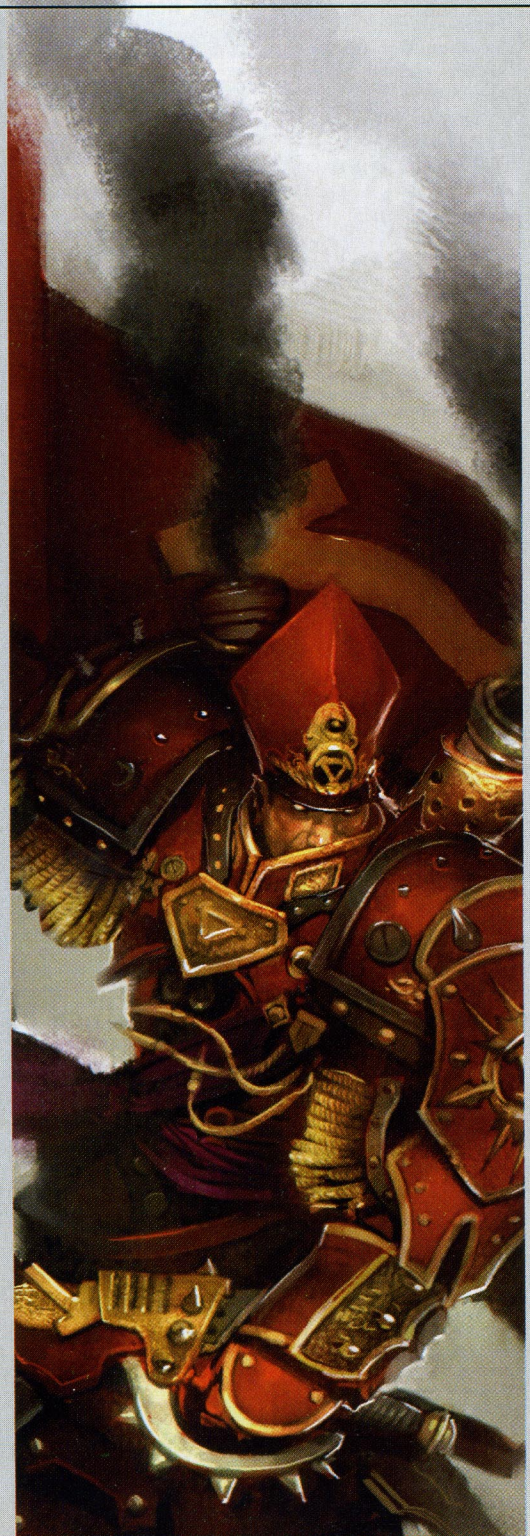
BIRTH OF LEGENDS

A PREVIEW OF WARMACHINE: LEGENDS WARCASTERS

SUPREME KOMMANDANT IRUSK

A general must act decisively in battle. He who stands on the defensive does not conduct war, he endures it.

—Supreme Kommandant Irusk



One man has stood for decades at the forefront of the Khadoran Army as the example all soldiers strive to emulate. He is the greatest military genius born in an age. The High Kommand has named Gurvaldt Irusk "the empire's perfect officer" for his absolute control over men in the face of chaos and the uncertainties of battle. Despite all this, his elevation to Supreme Kommandant brought a reminder of recent bitter defeat and cemented his resolve to redeem himself in the eyes of his empress.

Irusk sees his army as thousands of gears meshing together in perfect harmony, each representing one of the many assets in his arsenal. He has outlined a perfect plan to assault the unassailable, to turn the weapons of his adversaries against them, and to force them to see what he wishes while obscuring his killing thrust. He prepares for a symphony of destruction orchestrated and conducted by a maestro born to lead men in battle.

USING SUPREME KOMMANDANT IRUSK

The Supreme Kommandant returns with a vengeance and a tool-box of abilities and spells to pick apart any type of enemy. Martial Discipline alone will change the way Khadoran players fight. Armies who can shoot and charge through the ranks of friendly troopers become a rolling tide of destruction. Getting the most out of this single ability can take some getting used to and requires a shift in tactical thinking. The fact that all warrior models within the Supreme Kommandant's command range gain Tough from Total Obedience makes the learning process all the sweeter.

A soldier's soldier, the Supreme Kommandant benefits from any combination of Khadoran troops, and they benefit from him. Absolute Authority provides considerable insurance against the loss of unit leaders, and Martial Discipline both provides for incalculable tactical possibilities and helps prevent traffic control problems when using large numbers of troops.

At the same time, Irusk's strong warjack bond makes including at least one heavy hitter an excellent idea. Don't dismiss the idea of running several 'jacks with the Supreme Kommandant, and take advantage of Blitzkrieg to move both 'jacks and troops across the field with a quickness. Skillful placement of Artifice of Deviation can change key terrain elements to either remove barriers or impose new ones on Irusk's enemies. Similarly, his

TACTICAL TIPS

CROWD CONTROL: Attack rolls are based on Irusk's LOS.

Desperate Ground feat provides broad impact on the attack run, giving soldiers greater liberty to pick their targets and cross terrain while making it considerably more difficult for the enemy to regroup and recover.

Tactical Supremacy is another tool for rapidly advancing Irusk's army. This spell works best placed on a key unit early in the game to help get it where you need it. The additional 3" movement helps a great deal with slower units like Man-O-War. Shocktroopers can maintain their shield wall while advancing 7". Any shield wall unit benefits, of course, and Iron Fang Pikemen or Assault Kommandos can advance in shield wall 9" a turn. Just remember to stay in tight formation to keep the benefit.

Irusk has other ways to deliver pain to the enemies of the Motherland. Crowd Control is a potent AOE spell which can root out models with Stealth or Invisibility while delivering increasingly powerful hits on clustered foes. His Fire for Effect spell makes mortar fire even more horrific, adds extra punch to a Destroyer, or turns the Rocketeer's attack into a devastatingly powerful explosive strike.

SPELL	COST	RNG	AOE	POW	UP	OFF
Artifice of Deviation	3	CTRL	5	-		
Place a 5" AOE template anywhere completely within Irusk's control area. During their activations while in the AOE, friendly models ignore movement penalties from, and may charge and slam across, rough terrain, obstacles and may move through obstructions and other models if it has enough movement to move completely past the obstruction or model's base. Enemy models treat the AOE as rough terrain. Artifice of Deviation lasts for one round.						
Battle Lust	3	6	-	-		
Target warrior model/unit becomes Fearless and rolls an additional damage die on melee attacks for one round. Fearless models never flee.						
Blitzkrieg	3	Self	CTRL	-		
Models in Irusk's battlegroup currently in his control area may charge or slam without spending a focus point. Affected models charge or slam at SPD +5". Blitzkrieg lasts for one turn.						
Crowd Control	3	CTRL	3	10		X
Place a 3" AOE anywhere in Irusk's line of sight completely in his control area. Irusk then targets each model in the AOE with a magic attack in an order chosen by Irusk's controller. Irusk gains a cumulative +1 bonus on these Crowd Control attack and damage rolls for each model destroyed by this casting of Crowd Control. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. When making Crowd Control attack rolls, Irusk ignores Invisibility and Stealth.						
Fire For Effect	3	6	-	-		X
Target friendly Khador model's first ranged attack roll each activation is automatically boosted. If this ranged attack is an AOE attack, its blast damage rolls are boosted.						
Grind	3	10	-	14		X
Target warjack damaged by Grind takes one additional damage point to its first available Movement system box. Mark this damage after marking the normal damage from Grind.						
Tactical Supremacy	2	6	-	-		X
Target friendly model/unit may move up to 3" after all friendly models have completed their activations.						

Irusk — **Cmd 10**

SPD	STR	MAT	RAT	DEF	ARM
6	6	7	6	15	15

Hand Cannon

RNG	ROF	AOE	POW
12	1	—	12

Endgame

SPECIAL	POW	P+S
Critical	7	13

Focus	7
Damage	17
Field Allowance	C
Victory Points	5
Point Cost	80
Base Size	Small

Feat: DESPERATE GROUND

After a lifetime of innovating tactics across countless battlefields, Supreme Kommandant Irusk has learned how to wrest the initiative away from his enemies and turn formerly untenable ground into an advantage. Backed by a palpable aura of authority, Irusk strikes at the crucial hour and raises the Khadoran standard as he leads his army through any obstacles to seize total victory.

Friendly Khador models currently in Irusk's control area ignore cloud effects and forests when determining LOS. During their activations, affected models ignore movement penalties from, and can charge and slam across, rough terrain and obstacles. Affected models that are currently knocked down immediately stand up. Enemy models/units currently in Irusk's control area suffer -2 SPD and cannot give or receive orders. Desperate Ground lasts for one round.

Irusk

Absolute Authority - Irusk may issue any number of orders during his activation and may issue any order to a unit that its original leader or officer could issue.

Martial Discipline - While in Irusk's command range friendly living Khador small and medium-based warrior models, including Irusk, benefit from Martial Discipline. A model benefiting from Martial Discipline may ignore friendly Khador warrior models when drawing LOS. During its activation, an affected model may move through other friendly Khador warrior models in Irusk's command range if it has enough movement to move completely past the model's base. Affected models may make melee attacks through other friendly Khador warrior models in Irusk's command range.

Total Obedience - While in Irusk's command range, friendly Khador warrior models gain Tough. When a model with Tough suffers sufficient damage to be destroyed, its controller rolls a d6. On a 5 or 6, the model is knocked down instead of being destroyed. If the model is not destroyed, it is reduced to one wound.

Warjack Bond - One non-unique warjack in Irusk's battlegroup may begin the game bonded to him. Irusk may allocate one additional focus point to the warjack. The warjack cannot be knocked down.

Endgame

Critical Decapitation - On a critical hit, damage exceeding the target's ARM is doubled. A model suffering sufficient damage to be destroyed cannot make a Tough roll. When this attack destroys an enemy model, friendly Khador models currently in Irusk's command range gain an additional die on melee attack rolls this turn.

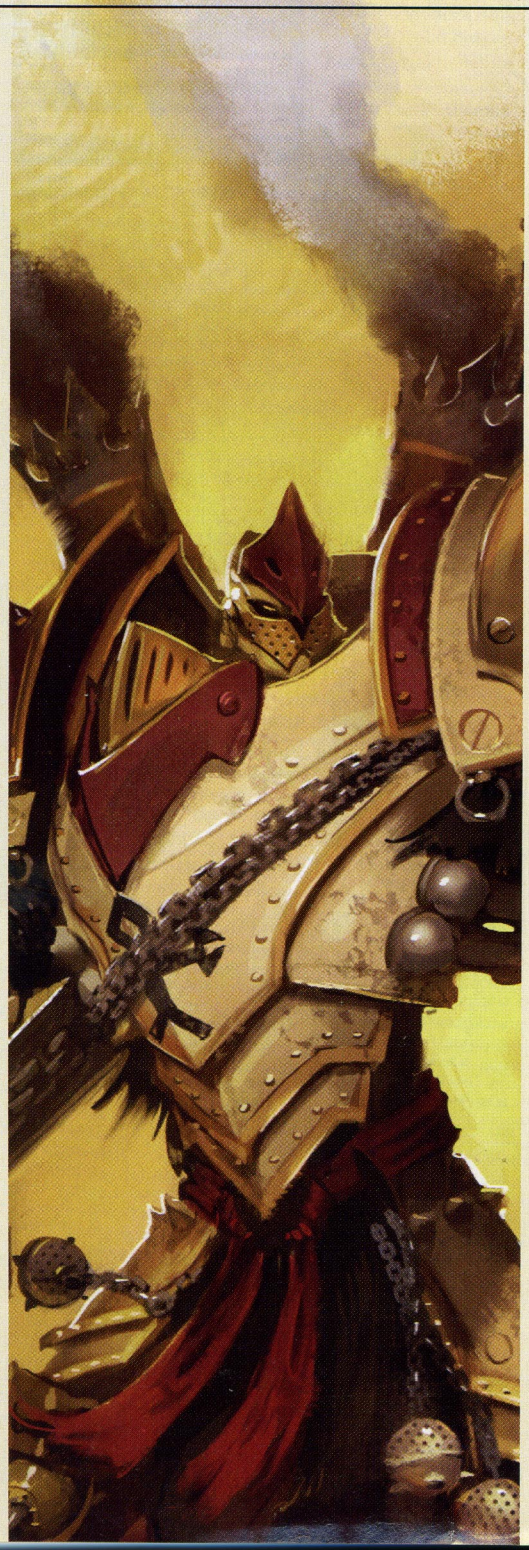
BIRTH OF LEGENDS

A PREVIEW OF WARMACHINE: LEGENDS WARCASTERS

HIGH EXECUTIONER SERVATH REZNIK

He is nothing but a blunt instrument of Hierarch Voyle, released to obliterate any who offend. Pray your name never earns a place on his writs.

—Grand Exemplar Kreoss speaking to Feora, Priestess of Flame



Those who have spurned the Lawgiver enjoy a false sense of security outside of the Protectorate of Menoth. They think themselves safe so far from the scrutators who brought the white-hot brand to the faithless in ancient times. The worst of these unbelievers learn their mistake at the edge of the High Executioner's sword. Servath Reznik cares little for the meaningless distinctions of borders. He readily uses his warjacks and the dedicated knights and zealots who flock to his cause to impose his will on foreign soil. He unceasingly searches out and executes those guilty of sacrilege, sorcery, or religious treason. His enemies call him a tireless hound.

The High Executioner embodies ancient ways of the faith. His visage calls to mind old tales of the time before the rise of the Twins when the priest-kings reigned without question and all citizens knew that impiety resulted in suffering or death. His brutal methods make even other Protectorate warcasters uncomfortable, but Reznik feels no qualms about slaughtering any number of innocents to fulfill his numerous writs of execution.

USING HIGH EXECUTIONER SERVATH REZNIK

Make no mistake—the High Executioner is a mean man who punishes his opponents in battle. While a well-rounded 'caster, Servath Reznik has a number of strong warjack support abilities it would be a mistake not to exploit. He has two means of getting free movement for a model in his battlegroup. First, his Perdition offensive spell grants free movement after damaging an enemy model. Second, Witch Hound allows a model in his battlegroup to move and attack when a magic attack hits any model in his battlegroup. This last should give pause to 'casters who would otherwise use magic to neutralize Reznik's battlegroup. Combined with Safe Passage from the Choir, these abilities can let Reznik and his warjacks cross the battlefield relatively unscathed, or a great deal faster than expected and some damage. Upkeep Zealot's Rage on Reznik or one of his 'jacks to allow lengthy charges across rough terrain.

TACTICAL TIPS

EXCRUCIATOR: No, the Wracks do not have focus when they are put in play.

FIRESTARTER: If model hit by Firestarter is in base-to-base contact with a friendly model not suffering Fire, the model hit does not move. If the model is in base-to-base contact with two or more models not suffering Fire, randomly determine which model is set on Fire.

Both Witch Hound and his powerful feat Judgment Day make the High Executioner well-equipped to face enemy spellcasters of any ilk. This feat strips away all focus and fury, making it arguably more powerful against HORDES than WARMACHINE, and causes any models casting spells while in Reznik's control area to suffer Fire. This makes for a formidable buffer zone against the many models other than warcasters and warlocks who regularly rely on spells to make an impact on the battle. The performance of models such as Greylord Ternions, Druids of Orboros, or Alexia degrades dramatically when you threaten them with holy fire. Reznik's Witch Hammer AOE spell actually prevents casting spells and giving or receiving orders.

Taking along an arc node allows Reznik to fully exploit his cruel Firestarter spell, which for a single focus point interferes with movement by sending one model toward another and in the process lights them both on fire. Clever use of this spell can clear charge lanes and potentially kill pesky low ARM solos or single wound troopers. For more tenacious targets, apply Brand of Heresy to maximize attacks against a given enemy. The boosted attack and damage rolls from this spell allow Reznik or his 'jacks to spend all their focus on extra attacks. Combined with the power of Hate Monger and Purgation from his weapon Confessor, Reznik can deliver truly devastating attacks to a target benefiting from an upkeep spell.

SPELL	COST	RNG	AOE	POW	UP	OFF
Brand of Heresy	2	8	-	-	X	X
Target enemy model/unit becomes Branded. Models in Reznik's battlegroup gain boosted attack and damage rolls against Branded models.						
Firestarter	1	8	-	-		X
Nothing happens if the model hit cannot be affected by Fire. Otherwise, target enemy model suffers Fire. When a non-warcaster/warlock warrior model is hit, it immediately moves 3" directly toward the nearest enemy model that is not suffering Fire, stopping short if it contacts an obstruction or another model. When the hit model contacts another enemy model, that model also suffers Fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.						
Hate Monger	2	Self	-	-		
Reznik gains +3 STR and may make d3 initial melee attacks during his combat action. While in melee, Reznik gains +2 ARM. Hate Monger lasts for one round.						
Perdition	2	10	-	10		X
When an enemy model is damaged by Perdition, immediately after the attack has been resolved one model in Reznik's battlegroup may move up to its current SPD in inches. The model cannot end this movement farther from the nearest enemy model than it began.						
Witch Hammer	3	8	3	13		X
Models hit by Witch Hammer cannot give or receive orders or cast spells for one round.						
Zealot's Rage	2	6	-	-	X	
Target model in Reznik's battlegroup can charge or slam at SPD +5" without spending a focus point. During its activation, the affected model ignores movement penalties from, and may charge and slam across, rough						

Reznik **Cmd 7**

SPD	STR	MAT	RAT	DEF	ARM
5	7	7	4	14	17

Confessor

SPECIAL	POW	P+S
Multi	7	14

Focus	6
Damage	17
Field Allowance	C
Victory Points	5
Point Cost	70
Base Size	Small

Feat:
JUDGMENT DAY

Heresy and blasphemy invoke the righteous wrath of High Executioner Servath Reznik. He delivers the final fire of judgment to those who would draw upon sorcerous power in defiance of the Lawgiver. Calling upon Menoth, Reznik strips away the arcane strength of his enemies and leaves them quaking and frail, awaiting the sentence of death.

Enemy models currently in Reznik's control area lose all focus and fury points and cannot upkeep spells or be allocated focus. Enemy models casting spells while within Reznik's control area suffer Fire. Judgment Day lasts for one round.

Reznik

Excruciator - Once per turn during Reznik's activation when he destroys a living enemy warrior model with a melee attack, after the attack has been resolved, his controller may place a Wrack into play within 3" of Reznik. There must be room for the Wrack's base.

Exorcist - Melee attacks made by Reznik can damage models only affected by magic attacks. Reznik may charge incorporeal models.

Terror - Enemy models/units in melee range of Reznik and enemy models/units with Reznik in their melee range must pass a command check or flee.

Witch Hound - When a model in Reznik's battlegroup in his control area is hit by an enemy magic attack, immediately after the attack is resolved one model in his battlegroup in his control area may move up to its current SPD in inches and make one normal attack.

Confessor

Purgation - Reznik gains an additional die on Confessor attack and damage rolls against a model with an animus or enemy upkeep spell on it.

Reach - 2" melee range.

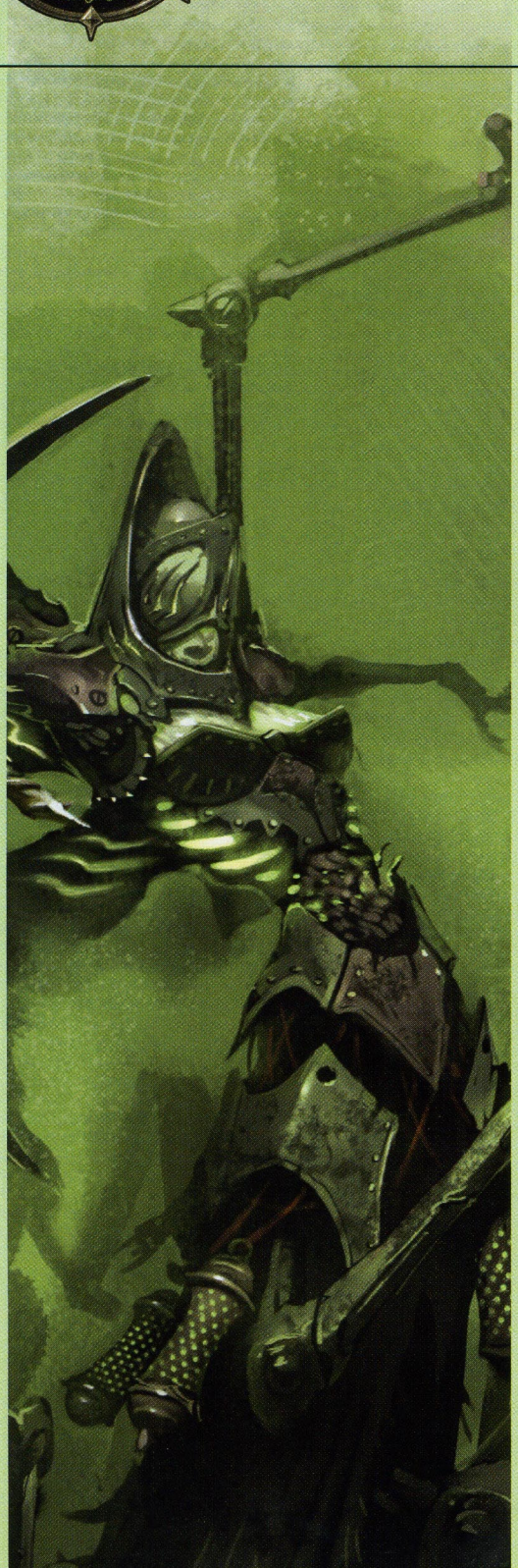
BIRTH OF LEGENDS

A PREVIEW OF WARMACHINE: LEGENDS WARCASTERS

MASTER NECROTECH MORTENEBRA

Life's births are accidents of imperfect flesh. My designs are perfection made manifest in cold steel.

—Master Necrotech Mortenebra



Dozens of helljacks and bonejacks answer Mortenebra's call with a fiendish fire in their eyes. These children of her will arise from a malefic war industry designed and shaped in large part by her immortal mind. With the Dragonfather's machinations on the mainland reaching a crucial point, Master Necrotech Mortenebra has emerged from the smoke and soot of Skell's factories to lead her constructs to war. Her intimate knowledge of the twisted science animating her machines and her skill at coaxing greater performance and longevity from her constructs forces commanders and kommandants accustomed to fighting the Cryxian menace into unthinking errors and fatal missteps as they face 'jacks that fight on despite concentrated firepower and the most crushing damage. Even lords as great as Terminus defer to Mortenebra's knowledge of dark mechanika.

The skarlock Deryliss, a particularly intelligent and self-willed thrall of Mortenebra's own design, serves the Master Necrotech by extending her control even further. Mortenebra engineered Deryliss to allow her to direct and control 'jacks scattered across a battlefield, and she instilled him with a small measure of her own arcane power, authority, and unbending will. Deryliss speaks in his mistress' stead and directs the lesser minions in the vast network of spies and necrotechs devoted to the Master Necrotech.

USING MASTER NECROTECH MORTENEBRA

Mortenebra has a style of play unlike any other Cryx warcaster, and players embracing the Master Necrotech will find themselves playing an entirely different type of army. Mortenebra brings new tricks to the table and adds such deadly efficiency to helljacks and bonejacks that players must put aside all their preconceptions in order to win. If you play Cryx and you like 'jacks, Mortenebra delivers all the finesse, support, and raw power you could ask for.

TACTICAL TIPS

TERMINAL VELOCITY: Yes, this movement is in addition to extra movement gained from charging or slamming.

Not only can Mortenebra repair 'jacks herself, she bestows the Repair ability on her Necrotech Cohorts. This requires your opponents to destroy your 'jacks completely or end up having to disable them again and again. Mortenebra also redefines the term "focus efficiency", as her abilities let her 7 FOC carry her army much further than players might expect. This goes well beyond the typical Cryxian expedient of soul cages. Her Nekromantik ability allows Mortenebra to cast one spell for free when she destroys a living enemy model. Deryliss can, like other skarlocks, cast a spell via Spell Slave. He also allows Mortenebra to upkeep a spell for free and can use his own soul tokens to allocate focus to her warjacks.

Boasting above-average Cryxian ARM and a good DEF, Mortenebra can hold her own in combat, and benefits from

COHORTS

Some models confer abilities to other models in an army with them. Models that gain Cohort abilities retain them even if the model that confers these abilities is destroyed or removed from play.

SPELL	COST	RNG	AOE	POW	UP	OFF
Death Race	2	6	-	-		
When target model in Mortenebra's battlegroup destroys one or more enemy models with an attack, one model in Mortenebra's battlegroup in her control area may immediately move up to its current SPD in inches. Death Race then expires. Death Race lasts for one turn. Death Race may be cast once per turn.						
Doom Spiral	2	8	-	12		X
When Doom Spiral damages a warjack, the warjack's controlling warcaster suffers d3 damage points.						
Jump Start	2	Self	CTRL	-		
Models in Mortenebra's battlegroup currently in her control area may immediately change their facing. Affected models that are stationary are no longer stationary. Affected models that are knocked down immediately stand up.						
Sacral Ward	2	6	-	-	X	
Target model in Mortenebra's battlegroup gains Sacral Ward. When the affected model is directly hit by an enemy ranged attack, its controller may choose to have a friendly non-incorporeal undead model in its front arc and within 3" of it be directly hit instead. Sacral Ward then expires. That model becomes the target and is hit automatically.						
Spectral Steel	3	6	-	-	X	
Target warjack in Mortenebra's battlegroup gains +2 ARM and Ghostly. A model with Ghostly may move and charge through any terrain and obstacles without penalty. A model with Ghostly may move through obstructions if it has enough movement to move completely past the obstruction. A model with Ghostly cannot be targeted by free strikes.						
Terminal Velocity	4	Self	CTRL	-		
Warjacks in Mortenebra's battlegroup currently in her control area can charge or perform power attacks without spending focus. When an affected model attacks a living model with a melee attack, its attack rolls are boosted. When an affected model targets a living model with a charge or slam, it gains +2" of movement. Terminal Velocity lasts for one turn.						
Void Gate	4	10	4	13	X	X
The Void Gate AOE stays on the table as long as upkeep is paid. While in the AOE, enemy models cannot channel spells, be allocated focus, or be forced.						

Feat: RECALIBRATION

Master Necrotech Mortenebra is a virtuoso of the twisted occult science that gave rise to the war machines of Cryx. By extending her power she can impart mechanical perfection upon her entire army to refine their attacks and maximize their killing efficiency. Though some would protest that the walking dead need no encouragement for slaughter, Mortenebra contends there is always room for improvement.

Mortenebra **Cmd 8**

SPD	STR	MAT	RAT	DEF	ARM
6	7	6	4	15	16

Scavenger

SPECIAL	POW	P+S
Reach	5	12

Scavenger

SPECIAL	POW	P+S
Reach	5	12

Focus	7
Damage	16
Field Allowance	C
Victory Points	5
Point Cost	95
Base Size	Small

Friendly Cryx models currently in Mortenebra's control area may re-roll attack and damage rolls. Each roll may be re-rolled once as a result of Recalibration. Recalibration lasts for one turn.

Mortenebra

Cohort: Pit Crew - Necrotechs in an army with Mortenebra gain Repair [8].

Interface - While in base-to-base contact with Mortenebra, a warjack in her battlegroup can spend focus points that are on Mortenebra.

Necromantik - Once per turn during her activation when Mortenebra gains a soul token after destroying a living enemy model with a melee attack, immediately after the attack has been resolved she may spend the soul token to cast a spell with a focus cost of three or less without spending any focus points.

Pathfinder - During her activation, Mortenebra ignores movement penalties from, and may charge across, rough terrain and obstacles.

Repair [10] (★Action) - Mortenebra may attempt repairs on any friendly Cryx warjack that has been damaged or disabled. To attempt repairs, Mortenebra must be in base-to-base contact with the damaged warjack or disabled wreck marker and make a skill check. If successful, roll a d6 and remove that number of damage points from anywhere on the warjack's damage grid.

Soul Cages - Mortenebra gains a soul token for every living model destroyed within 2". During her controller's next Control Phase, replace each soul token with a focus point.

Spider Legs - Mortenebra cannot be knocked down.

Terror - Enemy models/units in melee range of Mortenebra and enemy models/units with Mortenebra in their melee range must pass a command check or flee.

Undead - Mortenebra is not a living model and never flees.

Scavengers

Reach - 2" melee range.

BIRTH OF LEGENDS

A PREVIEW OF WARMACHINE: LEGENDS WARCASTERS

DERYLISS

Deryliss Cmd 8

SPD	STR	MAT	RAT	DEF	ARM
6	6	5	3	14	13

Claw

SPECIAL	POW	P+S
–	2	8

Damage	5
Field Allowance	C
Victory Points	0
Point Cost	0
Base Size	Small

Deryliss

Arcane Extension - While Deryliss is in Mortenebra's control area, Mortenebra may allocate focus points to warjacks in her battlegroup in Deryliss' command range. While Deryliss is in Mortenebra's control area, she may upkeep one spell without spending a focus point.

Bound to Mortenebra - Deryliss is bound to Mortenebra. Deryliss cannot be reassigned during a game. Each warcaster may only have one bound Skarlock Thrall.

Commander - Deryliss has a command range equal to his CMD in inches. Friendly Cryx models/units in his command range may use Deryliss's CMD when making command checks. Deryliss may rally and give orders to friendly Cryx models in his command range.

Companion - Deryliss is included in any army that also includes Mortenebra. Deryliss is part of Mortenebra's battlegroup. If Mortenebra is destroyed or removed from play, remove Deryliss from play.

Enhanced Recharge - While in base-to-base contact with Deryliss, Mortenebra removes one additional damage point each time she spends a focus point to regenerate her power field.

Soul Keeper - Deryliss gains a soul token for every living model destroyed within 2". Deryliss may have a maximum of three soul tokens at any time. Deryliss may spend soul tokens to boost attack and damage rolls. During his controller's Control Phase, Deryliss may spend soul tokens to allocate focus points to warjacks in Mortenbra's battlegroup in his command range. A warjack is allocated one focus point for each soul token spent.

Spell Slave (★Action) - While in Mortenebra's control area, Deryliss may cast one of Mortenebra's spells with a focus cost of three or less without spending any focus points. Deryliss uses Mortenebra's FOC stat to resolve all effects of the spell including attack rolls. Deryliss cannot channel spells or cast spells with a range of 'Self.' Mortenebra may allocate focus points to upkeep spells cast by Deryliss, and spells cast by Deryliss are considered to have been cast by Mortenebra. When Deryliss casts an offensive spell, he is considered to be the attacker.

Undead - Deryliss is not a living model and never flees.

staying close to the action. Between the aforementioned Repair and her Interface ability, which allows 'jacks to "borrow" her focus after normal allocation, she has every reason to stay in base-to-base contact with one or more 'jacks as they engage the enemy. Keeping her up front affords more opportunities to use Nekromantik and her Soul Cages for still more focus to spread around next turn. If she gets injured she can get in base-to-base contact with Deryliss for Enhanced Recharge of her power field. While she still takes collateral damage if her 'jacks are slammed into her, her spidery legs prevent her from being knocked down. She also enjoys the benefits of Pathfinder, which allows her to keep up with her battlegroup even more effeciently.

Another effective technique is to keep Mortenebra and her Necrotechs just back from the battle and let partially injured 'jacks get a little "pit stop", running back to receive repairs while other 'jacks advance to fight. This works particularly well with bonejacks sent forward as arc-nodes for Void Gate or Doom Spiral. If they survive the retaliation from an enemy, they can run back for repair while a fresh bonejack waiting in the queue rushes forward to take their place.

Upkeeping Spectral Steel on a helljack both provides a respectable ARM bump and allows the 'jack to traverse rough terrain, ignore both obstacles and free strikes, and even charge. Sacral Ward lets a 'jack advance and evade ranged damage at the relatively small cost of sacrificing nearby undead such as Mechanithrall or Bile Thralls. This spell often benefits Mortenebra the most, serving to spoil assassination runs by pistol-packing

'casters like Caine or Gorten Grundback, but it can prove invaluable for moving large-based helljacks across the table in the face of combined ranged attacks. Jump Start provides a potent answer to otherwise debilitating feats such as Kreoss' Menoth's Wrath or Sorscha's Icy Gaze, and spells like Earthquake. It also allows you some form of recovery from the effects of spells like Domination, Telekinesis, and Scramble, which can leave your warjacks badly out of position on your turn.

As resilient and tenacious as Mortenebra's battlegroup can prove with these spells and abilities, Mortenebra herself does not lack for offensive punch. With P+S 12 and Reach on both of her weapons, Pathfinder, Terror, and Soul Cages, she has all the tools she needs to reach her vicitms, kill them dead, and capitalize on her success. Perhaps one of the most easily overlooked advantages she offers, however, is unpredictability. Death Race and Deryliss' Arcane Extension ability let Mortenebra's battlegroup cross the table quickly, even for a Cryx army, and still function effectively while spread out wide, which can make predicting her target or mode of attack difficult. Once positioned for best effect, Terminal Velocity puts her battlegroup into high gear to tear through the enemy, particularly a living enemy. When combined with her Recalibration feat and fighting living models, Terminal Velocity gives all of the models in her battlegroup boosted attack rolls and the ability to re-roll both attack and damage rolls. An attack like this often leaves nothing of an enemy except bleeding meat and smoking wreckage.

See a Battle Report between General Adept Sebasatian Nemo and High Executioner Servath Reznik next issue!

TALKIN' TRASH

Slang Terms of the Iron Kingdoms

While the Iron Kingdoms lacks a common language, it's sure money that if the PCs spend any time in the rough and tumble streets of Five Fingers, Corvis, or any other city, they're going to need to know some slang to get out with their purse and person intact. Using these terms may not win you any friends amongst the nobility, but they may save you from a right poxy time and earn you some street cred, mucker.

Blag, Blagged c. to steal. *"The dimwit blagged from a bleedin' churchie, 'e did!"*

Bloke n. A man. *"What's that dodgy bloke up to?"*

Bloody adj./adv. An intensifier. *"That bloody idiot needs a good thumping."*

Bodge v. To repair. *"Gimme an hour and I can bodge this thing together near as new."*

Bodger n. A mechanik who specializes in quick fixes. *"That bodger got the 'jack up and running with nothing more than spit and willpower, I tell ya!"*

Boinker n. A male, often used in lieu of 'fellow.' *"I dunno. Didn't say his name, come to think of it. Just some boinker down at the pub."*

Boxy adj. To grow restless or go crazy. *"We got ta move from this hidey-hole. Marag's getting' all boxy like."*

Bum n. Buttocks. *"My bum's a bit sore after riding all day."*

Bum-Fluff n. Adolescent facial hair, usually insulting. *"You call that bum-fluff a beard?"*

Chuffed adj. Very pleased. *"I was dead chuffed to be awarded that knighthood."*

Churchie n. A man of the cloth; a cleric. *"That there bloke's a Menite churchie, eh? Looks chummy."*

Clapped Out adj. Worn out machinery. *"That old steamjack's a clapped out piece o' scrap."*

Dead adv. Very. *"I am dead happy we escaped those farrow."*

Dodgy adj. Risky, suspicious. *"I don't trust the man. He seems really dodgy."*

Dreg n. Derog. 1. A despicable, worthless person. *"Don't waste your time with that filthy Marag, old girl. He's not but a dreg with a mind for your jubblies!"* 2. Least desirable portion; refuse. *"I'll be humped! Those dodgy blokes left nothing of that roast boar for us but the dregs."*

Fob, Fob Off v. phrs. To deceive, put off, or appease through deceit or evasiveness. *"That dodgy tosser pulled a fast one and fobbed Marag off but good! Heh-heh."*

Get Stuffed! v. Get lost! *"Leave me alone, and get stuffed!"*

Git n. Derog. A contemptible person. *"That's a nasty thing to do you complete and utter git."*

Gubbins n. Paraphernalia, miscellaneous stuff. *"That steamjack engineer had a lot of gubbins in his toolbox."*

Halfhead n. Derog. Foolish person. *"You go out carousin' wit' those halfheads again and you're likely ta get kilt."*

Halfjob n. adj. Poorly made or unfinished mechanika. *"You'da run too if ye'd seen the halfjob come crawling outta that tomb! I fink ol' Pendrake called it an 'iron lich' or some sort."*

Jackhead n. Steamjack worker. *"Momma always said one jackhead's as filthy as the other 'un."*

Knackered adj. Tired, exhausted, ruined. *"Sorry, I can't go on. I'm bloody knackered."*

Lippy adj. "Impertinent, mouthy. *"Right, that's it you lippy arse! Eat this!"*

Lug-Hole n. The ear. *"Bend yer lug-holes this way and listen."*

Manky adj. Disgusting, dirty. *"Ugh! Don't touch that corpse, it's manky!"*

Mechstuff n. Mechanika. *"Oy, but that bridge is run by mechstuff, right? So's you don't have the right pass code, you're going bloody nowhere."*

Mucker n. Friend; usually used possessively and sometimes proceeded by another adjective such as 'old.' *"All right, me old mucker!"*

Nip v. To go quickly. *"Look, just got to nip off for a sec'. I'll be back straightaway."*

Not Give a Toss v. phrs. To not care at all. *"Sorry, but I don't give a toss what your problem is."*

Nut v. To headbutt. *"I'll nut ya one if ya look at me like that again!"*

Out of Order phrs. Totally unacceptable. *"These poxy gubbins are out of order, ya git."*

Pips n. Currency. *"Marag's willin' to pay a load o' pips fer this job, eh?"*

Poxy adj. Rubbishy, of poor quality. *"Of all the poxy luck! I had to end up in a cave-in with you!"*

Pub n. Inn or tavern. Abbreviation for 'Public House.' *"Right, now to spend all those crowns! Off to the pub we go!"*

Rummy adj. Odd; peculiar. *"What a rummy little town this is!"*

Slink n. A rogue, scout, or other person that relies on stealth. *"Send the slinks out to get a peek what's in that camp."*

Snog v. n. To kiss lustfully. *"Fancy a snog, big boy?"*

Sod n. 1. Derog. A despicable person. *"You are the most annoying sod I've ever met!"* 2. A pitiable person. *"I just saw your wife go off with that troll, you poor sod."*

Sod-All n. adj. Nothing. *"Trust Marag to do sod-all when his help is needed."*

Steamo n. Anyone that works with steam mechanika. *"Terrific! That steamo knows his mechstuff back'ard and for'ard, eh? Let's move!"*

Stroppy adj. Bad tempered. *"Don't get stroppy with me, ya bum fluff-faced dwarf!"*

Ta exclam. Thank-you. *"Ta for the help, me old mucker."*

Tosser n. Idiot. *"Don't be a tosser, Marag. You've got no chance with Alexia."*

Trog n. Any ugly or coarse individual. *"Your husband's a real trog."*

Wank n. Rubbish, nonsense. *"This new suit of armor is a pile of wank!"*

Wanker n. Derog. A contemptible person. *"Get lost, you wanker!"*

Wazzock n. Derog. Cretin. *"I can't believe you did that, you wazzock!"*

Recent Battles presents scenarios that allow playe to participate in key engagements during the last few years of warfare across western Immoren. So of these represent small but crucial battles where single warlock or warcaster has changed the cour of history. Others depict large clashes involving massive armies and multiple warcasters or warlo

Narrative by ***Douglas Seacat****, Scenario by* ***Hugh Brown*** *with* ***Douglas Seaca*** *Art by* ***Brian Snoddy, Sam Wood, Kieran Yanner***

Recent Battles

The following depicts two linked battles involving forces from the Khadoran fortress of Ravensgard and the Cygnaran fortress Northguard. These battles took place during the events of *WARMACHINE: Superiority* and significantly impact events depicted in *WARMACHINE: Legends.*

WE HAVE ORDERS

LATE 606 AR

They heard the sound of his angry voice well before the aged warcaster barged into the massive workshop. The low side doors banged loudly against the wall as Commander Adept Nemo threw them open, a sound heard through the enormous space even over the clang of metal on metal, the roaring sound of forge fires, and the electrical buzz of glowing capacitors arcing lightning from one extended rod to another. Despite his obvious limp and frazzled hair, the arcane mechanic had enough presence to make the closest workers jump back. "Who has the gall to override my orders?" he demanded of the room at large.

Captain Dominick Darius paused in the midst of opening the hatch to his rebuilt steam armor and looked back at Nemo with a shocked expression. For all that Nemo had virtually taken over this facility—one of the largest construction hangers in the Cygnaran Armory—for top-priority warjack assembly and prototyping, he did not have absolute authority here. Darius' eyes darted to the finely dressed and officious men gathered in front of him and then back to Nemo.

While not unusual for senior generals and nobles to periodically visit the Armory known by many of its workers as "Nemo's Estate", rarely did so many of them come at once. Most of the assembled worthies in the chamber turned to face Nemo with various expressions of indignation or surprise. One slim man, however, wore a bemused smile and an ornate formal uniform of a style that had passed out of service a decade earlier. Though he lacked a crown, none could fail to recognize the man. "That would be me, old friend," King Leto Raelthorne said his tone both amused and faintly apologetic. "I'm sorry to have caused you any alarm."

While put off for a short moment to find the king in "his" chamber, Sebastian Nemo only paused for one stride and his scowl did not disappear. "Your Majesty, this simply will not do. I can't have Captain Darius abandon this work. We are at a crucial juncture." Several of the gathered men bristled at the commander's tone, but the king took it in stride.

Scout General Bolden Rebald, his features grim, spoke from the king's side. "We have word of an imminent attack on Northguard. Both the 1st Border Legion and Irusk's 4th Assault Legion are mustering, and the entirety of Ravensgard could become involved. We do not doubt the reliability of this information; we cannot afford to. Northguard requires additional warcaster and heavy warjack support immediately and we do not have the time to make major reallocations from Caspia or other southern garrisons. Point Bourne and Fort Falk have some assets we can spare, if we move immediately, but we may already be too late."

Nemo's eyes widened at this even as his anger cooled. "Major Haley stands at Northguard. She has my full confidence."

The Scout General nodded. "Agreed. Ordinarily Major Haley might suffice. Certainly we have a strong garrison in Northguard, but the timing of this works against us." He offered Nemo a thick roll of several annotated maps with hastily scrawled notes. "Gurvaldt Irusk has planned carefully, of course. He has staged his legions at Elsinberg, hoping to escape our notice, and sent Kommander Karchev to lead the vanguard. Northguard is still recovering from a probing attack earlier in the month. It is clear now this was a deliberate strike to cripple as many of our heavy warjacks as possible. Most are still undergoing repair. We lack sufficient field strength, and the trench lines are inadequately supported. It will be a slaughter."

Nemo's complexion paled as he looked over the notes, and his tone became softer. "I will go, Your Majesty."

"You," the king said, cutting the warcaster off, "are under orders to rest and see to the wounds you sustained in the Thornwood."

Nemo kept his expression and tone respectful but firm. "My part in this work is done. I have laid out the plans and diagrams, but I cannot trust this project to anyone but Darius. The future of our nation hinges on the work done here. Believe me, I would send him into the field were we further along but not at this stage."

The king sighed. "I would preserve you from this, Sebastian. I know you are not recovered from your injuries. This will be a grim fight, better suited to younger men."

Captain Darius spoke up, clearly uncomfortable around such august company. He chose his words with more care than he typically showed. "Commander, let me go. Master Lassiter Polk knows what to do. You are still hurt and need rest."

Nemo waved this suggestion aside. "I am as recovered as I am likely to get. Old men don't bounce back, we limp on. I respect Master Polk a great deal, but this work is beyond him." He turned to the king. "This factory must begin production without delay, and that will not happen if Captain Darius dies at Northguard. No. If Irusk wants a fight, I'm his man." A fire lit his eyes that affected every man present. The king smiled at Nemo with open admiration and nodded slightly.

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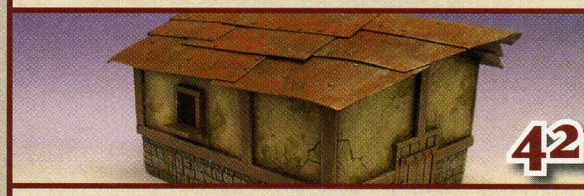
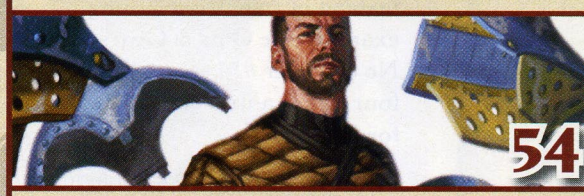




"Very well. Make ready to leave immediately. May Morrow watch over you." The king nodded to Nemo, dismissing him, and turned to the assembled generals. "Bring a copy of the route map and travel orders to Nemo's quarters. Send fast couriers to the stopover points to have them prepare supplies and rest facilities. Send also to Point Bourne and Fort Falk so they may have warjacks and cavalry ready for the commander adept's arrival. With speed, my lords."

Nemo lingered a moment, seeing Captain Darius standing with a hand on his steam armor and an expression of regret. The younger man unstrapped his leather helmet, revealing thick scar tissue where he had lost an ear during the last fighting in the Thornwood, and turned to his superior. Commander Nemo clapped Darius on the shoulder. "You'll have your chance soon enough, son."

The mechanic nodded, clearly sad, and clasped hands with the older warcaster. "Good luck, sir. Choke them on Cygnaran iron."

BACKGROUND

After consolidating their Llaelese gains, Khadoran forces quickly turned their attention to a major thorn in their side, Northguard. While Cygnar's northernmost fortress has stood for decades against periodic attacks and skirmishes from its Khadoran counterpart Ravensgard, the intensity has increased in recent battles. Small probing attacks or exchanges of sniper fire have escalated to determined clashes of entire companies and battalions supported by warjacks and artillery. Cygnar has weathered these attacks, but not without costly losses. Led by the Lord of Northguard Earl Hagan Cathmore, the tens of thousands of Cygnaran soldiers stationed here and in the outlying trench lines have come to believe, despite the increasing hostilities, that Khador would never risk the losses necessary to destroy this northern bastion. In this they are gravely mistaken. The Khadoran Army will shortly demonstrate the will to mount the largest strike on Cygnar's northern border since the Thornwood War.

Fortunately for Northguard's defenders, word of the planned Khadoran attack reached the Cygnaran Reconnaissance Service. In response, Commander Adept Nemo has rushed north from Caspia, hastily mustering reinforcements and hoping to reach Northguard in time. Many of his warjacks moved up-river by ship from Point Bourne while Nemo and a smaller cavalry force hastened directly toward the forward trenches. Crossing the difficult terrain of the Thornwood and the Bloodsmeath Marsh forced Nemo to evade a number of Khadoran patrols seeking to cut off Northguard's supply lines.

Nemo has gone epic! Check out his preview statistics from *WARMACHINE: Legends* on page 16.

WE HAVE ORDERS SCENARIO

Something Old, Something New

The Cygnar player can play these scenarios with either version of Sebastian Nemo.

Cygnaran Army Composition:

- Commander Adept Sebastian Nemo or General Adept Sebastian Nemo
- Ironclad Heavy Warjack
- Centurion Heavy Warjack
- Lancer Light Warjack
- 3 Stormsmiths
- Storm Lance Unit (Leader & 2 Troops)
- Field Mechanik Unit (Leader & 5 Troops)

Khadoran Force Composition:

- Man-O-War Kovnik
- Juggernaut Heavy Warjack
- Berserker Heavy Warjack
- Iron Fang Uhlan Unit (Leader & 4 Troops)
- 1 Man-O-War Drakhun (w/Dismount)
- Assault Kommando Unit (Leader & 5 Troops)

Description

Sebastian Nemo has made haste to bring reinforcements to the weary defenders of Northguard. In this foggy, swampy, wooded area south of the fortress, Nemo and his vanguard face Khadorans stationed to intercept such reinforcements. Nemo must employ a hit-and-run strategy to evade the Khadorans and arrive at Northguard with most of his force intact.

Special Rules and Set Up

Players will need the following terrain features: four (4) 3" forests, and four (4) 3" pools of shallow water. Players alternate taking turns placing terrain until all the terrain has been placed on the table. Terrain features cannot be placed within 4" of another terrain feature.

This scenario takes place in the fog. Before the first player's turn each round, roll a d6 and consults the Fog table.

Beginning

Determine deployment zones and turn order with a standard starting roll. Use standard deployment zones.

Victory Conditions

The Cygnar player wins when he ends a turn with Nemo in base contact with the rear edge of the Khador player's deployment zone.

The Khadoran player wins the scenario when Sebastian Nemo is destroyed or removed from play.

Reward

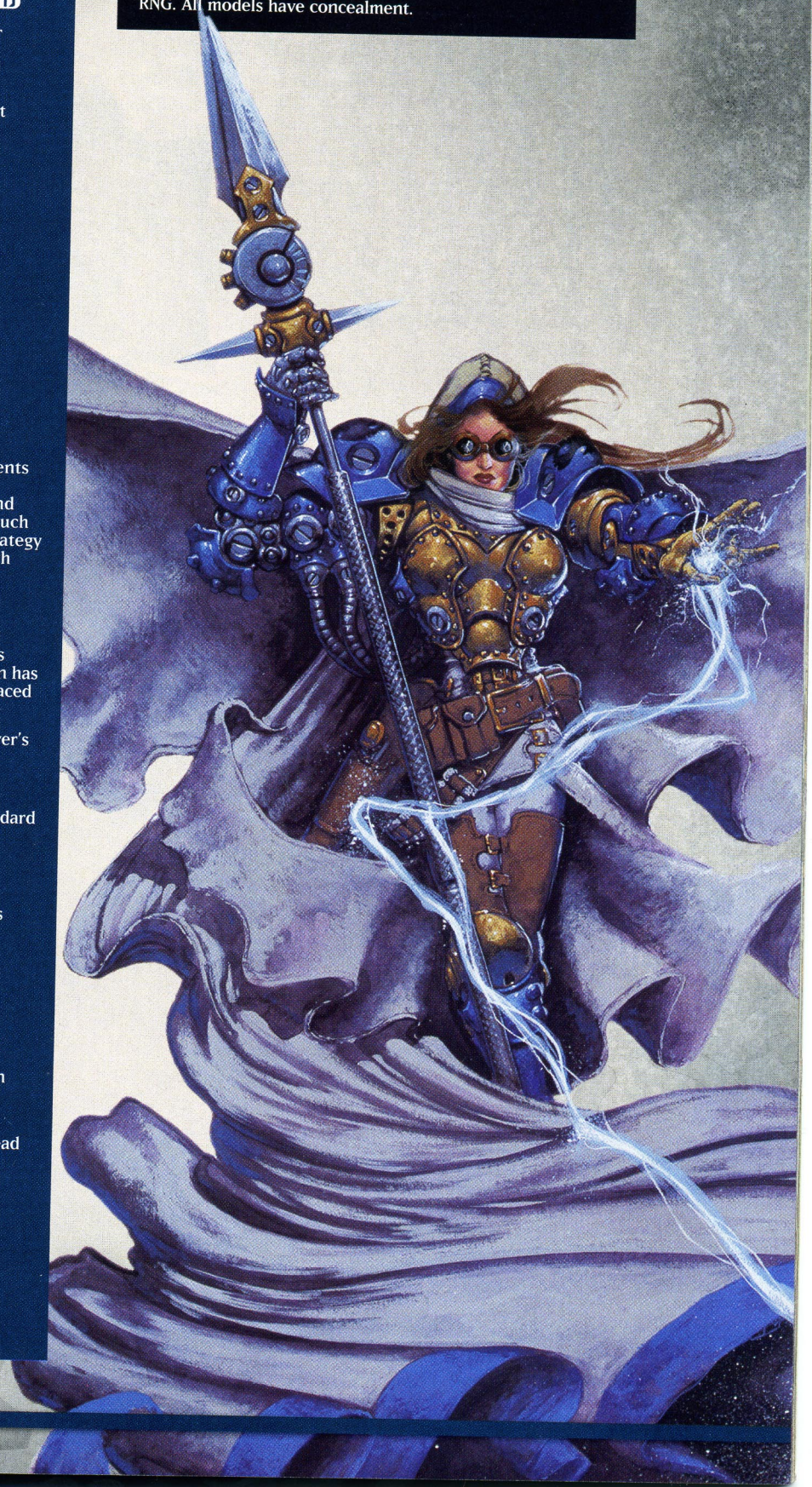
If the Cygnar player wins "We Have Orders," he will have access to the army listed above when Sebastian Nemo arrives during the "Snow, Mud, and Blood" scenario, even if these models were destroyed during this scenario. All models arrive undamaged.

If the Cygnar player loses "We Have Orders," he will instead have access to the following army when Sebastian Nemo arrives during "Snow, Mud, and Blood." The warjacks will arrive with a single point of damage to each column, and Sebastian Nemo will arrive with 5 points of damage.

- Commander Adept Sebastian Nemo or General Adept Sebastian Nemo
- Ironclad Heavy Warjack
- Lancer Light Warjack
- 1 Stormsmith

Fog Table:

1: No Fog
2-4: Light Fog: Models making ranged attacks suffer -2 RNG.
5-6: Heavy Fog: Models making ranged attacks suffer -5 RNG. All models have concealment.



SNOW, MUD, AND BLOOD

Kommandant Gurvaldt Irusk walked the battlements of Ravensgard, untroubled by the chill air that plumed his breath. The recent fall of snow seemed a welcome omen, as if the Khadorans had brought the winter of their homeland with them. Word of the late arrival of soldiers from Elsinberg by way of Merywyn had him in a mood to chew some hides. Soldiers in the 1st Border Legion's white and red colors made way for their kommandant and offered enthusiastic salutes. The entire fortress swarmed like an anthill as soldiers and support staff made last-minute preparations for the imminent attack.

Senior officers did their best to manage the chaos of soldiers and supplies streaming through the massive central courtyard. Thick-armed, no-nonsense battle mechaniks made final adjustments and repairs to multi-colored warjacks of a number of chassis gathered from across the occupied territories to stand alongside the white-as-snow 'jacks of the 1st Border Legion. Among this muddy and battered assembly stood Irusk's own Kodiak, gleaming imperial red, which the empress had presented to him after the capture of Merywyn. The 'jack's gold eyes tracked Irusk as he stepped into the courtyard. He felt the rising power in the machine's cortex. The warjack hungered for battle.

Irusk found the kovnik in charge of the soldiers from Elsinberg and marched directly up to him. The man's eyes widened in surprise and fear and he offered a hasty salute. "You are late, Kovnik Doryevich," Irusk growled low enough that the surrounding troops could not hear. "Pray that delay does not cost us lives today." He proceeded to give the man a good dressing-down, cutting short his excuses and picking them apart, in the same calm, quiet, intense tone. Irusk knew the value of punishing officers privately to preserve their authority. He also knew that, while Kovnik Doryevich bore no responsibility for the delay, Irusk could never allow senior officers off the hook. Their complacency, even in the face of elements outside their control, could cost an army lives and victory. Finally, Irusk released the man to complete his duties.

Irusk felt the solid thud of something weighty on the stones beneath his feat even before he heard the hiss and clank of approaching mechanika. The eyes of even the normally stoic veterans surrounding Irusk widened with the irresistible urge to stop and stare. Gurvaldt Irusk turned to face Kommander Alexander Karchev, his scarred and bald head almost lost amid the gigantic warjack chassis housing his shattered torso and its support machinery. "I trust you are prepared and eager, kommander?"

"As ever, kommandant." The mutilated man had a deep, robust voice that did not sound like someone whose life machinery and magic had unnaturally sustained long past the century mark. Despite his monstrous size and appearance, an unexpected but easy camaraderie had formed between Karchev and Irusk that sometimes astounded outsiders. Irusk seemed one of the few men who remembered that the mind of a great Greylord lurked beneath the imposing chassis and bloodthirsty demeanor. "What is the order of battle?"

"You will take the spearhead as planned, strike hard against the outward trench lines, and break them. I will seize any tactical advantages you create." The kommandant sighed. "It seems our hounds caught only two of the spies who surveyed our mustered troops. They will know of our attack, but I expect it will not matter. They have not had time to resupply."

"Good. Only the weak rely on surprise." Irusk smirked at Karchev's continued willingness to give his frank opinions to superior officers. Karchev had witnessed entire generations grow and fade, and to him all men seemed as children.

Irusk appreciated such directness. "Still, it should not matter. Northguard is unready. Their generals are worthy, but control of their warjacks lies with a woman too young for such responsibility. If we shatter her machines and shake her resolve, we will force her line to break and rout. We face far greater casualties if we must drive them from their trenches and outer bulwarks individually. Do not let them stall you."

The giant man in the machine turned slowly to look toward Northguard, although it could not be seen from the courtyard. "The lord of Northguard is a Cathmore."

Irusk nodded, watching the other warcaster carefully. "Yes, distant progeny of the man who shattered your body and left you to die in the mud. Do you hope for revenge?"

Karchev lacked the subtleties of body language or gesture, but the unwavering look he turned on Irusk seemed like a shrug. "I had my revenge. I care nothing for the dog's whelps." Still, Irusk saw a gleam in Karchev's eyes that belied his words. "Do not underestimate the will of the southerners when backed into a corner." The aspect of Karchev's ancient eyes shifted, suggesting unpleasant memories stirred like silt from the depths of his mind.

"Yes. Always good advice." Kommandant Irusk nodded in agreement, but seemed impatient at this cautious attitude. He looked to the gathered soldiers. "I anticipate this will be a good day for us. Make ready for the attack."

BACKGROUND

The Khadoran High Kommand issued orders that Northguard must be taken or destroyed. The High Kommand entrusted this mission to Kommander Gurvaldt Irusk, who ordered Kommander Alexander Karchev to hurl the combined weight of the 1st Border Legion and Irusk's own 4th Assault Legion into a massive onslaught to overwhelm the Cygnaran defenders.

While this battle spanned a vast line of trenches north of the fortress and involved thousands of soldiers, the key confrontation occurred at the center of the trench line defended by Major Victoria Haley and veteran elements of the 58th Infantry Battalion, including the "Northguard Gravediggers", led by Captain Maxwell Finn. This stalwart group had already weathered several probing assaults and suffered relatively few casualties except for a battered Defender attached to an assisting journeyman warcaster. These troops held out against all odds until Commander Adept Nemo joined them with forces gathered from Point Bourne and Fort Falk.

Historically, Cygnar won this battle by the skin of their teeth, and both sides suffered staggering casualties, as related in *WARMACHINE: Superiority* (page 200-201). The smallest missteps or seized opportunity could easily have swung this battle in the other direction. In the months that followed, Cygnaran generals began to consider that their victory might have left Northguard too weak to defend itself. Time would tell whether Khador could exploit this opportunity or if their own losses prevented them from mounting another offensive.

Against all odds, Major Victoria Haley and Captain Maxwell Finn held the line until Nemo's arrival.

KORSK
Lake Volningrad
KHADOR
Elsinberg
KOMMANDANT GURVALDT IRUSK
GREYWIND TOWER
LLAEL
KOMMANDER KARCHEV
MERYWYN
Volningrad
RAVENSGARD
MAJOR VICTORIA HALEY
NORTHGUARD
"We Have Orders" Skirmish
BOARSGATE
BLOODSTONE MARCHES
DEERWOOD TOWER
Fellig
ORD
Armandor
Thornwood Forest
Corvis
Black River
STONEBRIDGE
Tarna
Thornmere
Bainsmarket
Point Bourne
FORT FALK
Gnarls
CYGNAR
COMMANDER ADEPT NEMO
Capitol
Town
Road
Battle
Fortress
120th Regiment, 7th Division, Second Army
6th Brigade, 1st Division, First Army
Heavy Cavalry Battalion
Point Bourne Warjacks
Ravensgard Warjacks
Heavy Cavalry Battalion
4th Assault Legion, Second Army
4th Division, Second Army
1st Border Legion, Third Army

SNOW, MUD, AND BLOOD SCENARIO

Something Old, Something New II

The Khador player may choose to play this scenario either as Kommandant Irusk or as Supreme Kommandant Irusk.

Scope of the Battle

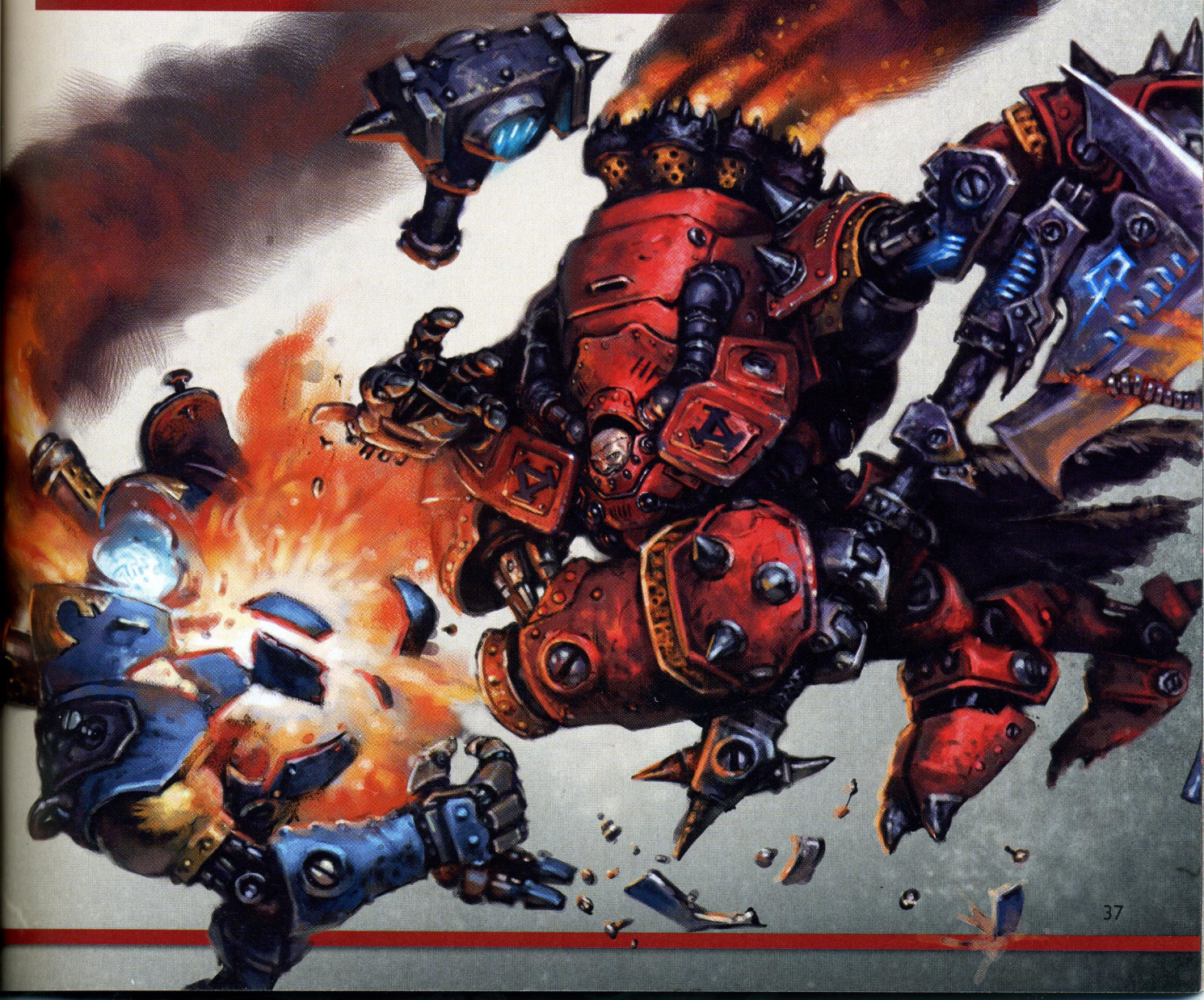
The actual battle at Northguard encompassed far more troops than the army lists in these scenarios. These lists provide an abstraction for larger forces involving thousands of men on both sides and focus on the key confrontation between the most important warcasters fighting on either side. Ambitious players with sufficient models expand this confrontation, increasing the models for each side in increments of 250 points.

Cygnaran Force Composition:

- Major Victoria Haley
- Lancer Light Warjack
- Hunter Light Warjack
- Captain Maxwell Finn
- Trencher Unit (Leader & 7 Troops)
- Trencher Grenade Porter
- Trencher Officer and Sharpshooter
- Grenadier Light Warjack (may be marshaled by the Lieutenant)
- Trencher Chain Gun Crew
- Long Gunner Unit (Leader & 9 Troops)
- Long Gunner Officer and Standard Bearer
- Field Mechanik Unit (Leader & 5 Troops)
- Journeyman Warcaster
- Defender Heavy Warjack (damaged; see Special Rules and Set-Up below)
- Sebastian Nemo's Force from "We Have Orders" (see Reward)

Khadoran Force Composition:

- Kommandant Irusk
- Karchev the Terrible
- Berserker Heavy Warjack
- Juggernaut Heavy Warjack
- Spriggan Heavy Warjack
- Kodiak Heavy Warjack
- Kovnik Jozef Grigorovich
- Man-O-War Kovnik
- Battle Mechanics (Leader & 5 Troops)
- Iron Fang Pikemen (Leader & 9 Troops)
- Iron Fang Officer and Standard Bearer
- Man-O-War Demolition Corps (Leader & 4 Troops)
- Winter Guard Unit (Leader & 9 Troops)
- Winter Guard Officer and Standard Bearer
- Winter Guard Rocketeer
- Winter Guard Mortar Crew
- Winter Guard Field Gun Crew



Description

Kommanders Karchev and Irusk have started their offensive to take Northguard once and for all. Major Victoria Haley leads the defense at the center of the northern trench line in a desperate but crucial fight to hold off the larger Khadoran assault. If Major Haley's forces buckle under the attack, it might prompt a widespread rout and isolate the defender's flanks. Retreating back into the fortress at this juncture would allow the Khadorans to entirely surround Northguard and reduce it with artillery fire. Major Haley must hold out until Nemo and his heavy 'jacks can arrive with reinforcements against the Khadoran avalanche.

Special Rules and Set-Up

See map. The Cygnar player places four (4) 6" x 2" trench templates as shown on the map. Trenches are earthwork fortifications represented by templates placed on the table. Models completely within the trench template have cover when targeted with a ranged or magic attack by a model not completely within the trench template. Models completely inside a trench template do not suffer blast damage from attacks unless the point of impact is within the trench template. When drawing line of sight to a model not completely within the Trench template, ignore intervening models completely within the template.

After placing trenches, each player alternates placing four (4) hill, water, rough terrain (such as rubble piles), or impassable terrain features on the table. Place no forest terrain features for this scenario. No terrain features may be placed in the Cygnaran player's deployment zone, within 6" of a trench template, or within 4" of another terrain feature. After placing terrain features, the Cygnar player may place up to four (4) 6" wide linear obstacles completely within 20" of the rear table edge of his deployment zone.

Treat the entire Cygnar player's deployment zone as elevated terrain.

After placing all terrain pieces, the Cygnar player places a damaged Defender Warjack completely within one of the trenches. The Cygnaran player fills in columns 2, 3, 5, and 6 on the Defender's damage grid to disable its Movement and Right Arm systems.

Kommander Karchev's Spriggan has the Aggressive Warjack Bond, (*WARMACHINE: Prime Remix*, page 73).

At the start of turn three, during the Cygnar player's control phase, Commander Nemo's army arrives (see "We Have Orders", Rewards). Place all models arriving with Nemo within 3" of any table edge except the back of the opponent's deployment zone. Units must be placed in formation. All models must be placed within 3" of the same table edge.

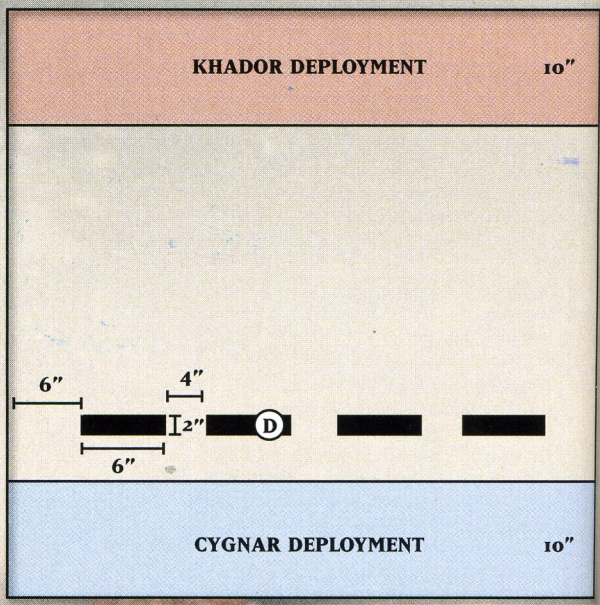
Beginning

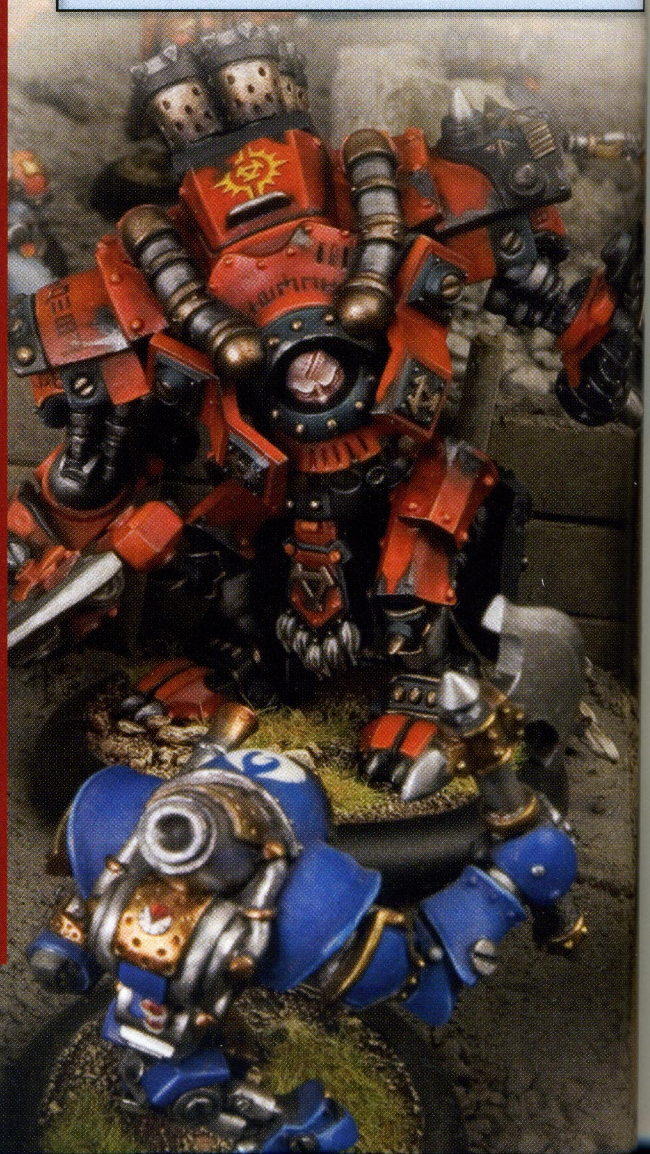
The Cygnar player deploys first and takes the first turn. Use standard deployment zones.

Victory Conditions

The Khador player wins when the Cygnar player has no warcasters in play.

The Cygnar player wins when all Khadoran warjacks are inert, disabled, or destroyed, and the Man-O-War Demolition Corps, Winter Guard, and Iron Fang Pikeman unit leaders are destroyed or removed from play.





Planning, Planning, Planning

Did I mention planning? A good plan and preparation will make this event successful. You will need to coordinate a group of people to build a lot of terrain in a single evening, so the more organized and prepared you are, the more smoothly things will run.

KEEP IT SIMPLE

The goal is to quickly build enough terrain to fill up 4-6 game tables, so make things easy for everyone to replicate.

BUDGET FOR SUPPLIES AND FOOD

Decide how much your store, club, or group wants to spend on scenery and plan accordingly. Everyone will need to eat, so decide if you want to treat your workers or have everyone chip in for food. (People are more likely to volunteer if you provide food.)

SET UP A LIST OF TERRAIN TO BUILD

Depending on your own budget and how many tables you wish to fill, select a number of pieces and decide how many of each you want. At the office terrain party, we built houses, hills, woods, walls, earthworks, and craters. (The details for building these appear in Staging the Battle, page 42). We built 10 to 12 of each piece to provide enough terrain for six tables.

MAKE A SAMPLE OF EACH PIECE

Build one of each terrain element so everyone has an example to work from.

ORGANIZE THE WORK INTO DIFFERENT STATIONS

Break down the tasks by material. Set up one station for cutting foam, one for building trees, one for sanding, etc. It helps to have a sample of each step for a given piece of terrain at the different stations.

GET A LOT OF VOLUNTEERS

Advertise the event well in advance. Try to get as many people as possible, because some of them will inevitably drop out at the last minute. Bribery with food works well. Encourage people to bring their own tools, especially hobby knives and cutters, to avoid tool shortages.

FACTOR IN PAINTING AND DRYING TIME

The glue really needs several hours to dry before you can paint it. Ideally, plan to finish all the construction at the event. You only need a couple of people to tackle all of the painting the following day. Painting goes pretty quickly, since it is mostly drybrushing, but if you want to get all the construction and painting finished in one day, you will need to plan for a longer event.

HOSTING A TERRAIN PARTY

Terrain Party, Scenery Soiree, or Battlefield Build-Off—it's all the same: Get a bunch of people together and make a boatload of gaming terrain!

By **Rob Hawkins**, **Hobby Content Manager** and the **Privateer Press Staff**

Whether your store needs to gear up for an upcoming event, your club wants to expand its terrain supply, or you and your friends just want to play with toy soldiers on an attractive surface, a terrain party makes a great way to bulk up your terrain library and fill out gaming tables. In this article, I'll share what I learned from the terrain party we ran at the Privateer Press office and show you how to plan your own scenery-building event.

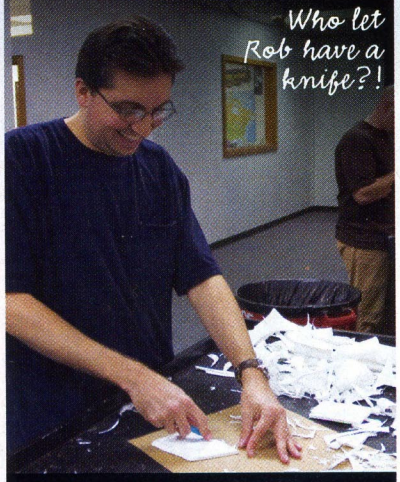
Our supplies and motley crew are assembled. Let's get underway!

WORK STATIONS!

Set up each station ahead of time with the necessary supplies so the work can begin as soon as everyone arrives. Brief your crew and assign duties so everyone knows their jobs. Consider everyone's modeling ability when assigning people to the stations. You want people with a meticulous eye for detail working on the more intricate steps, for example. And then, there are some people that you just don't want anywhere near a sharp knife.

Our office terrain party ran from 6:00pm until midnight. In six hours we built all of the terrain, but we left the painting to the following day. Here is how it all went down:

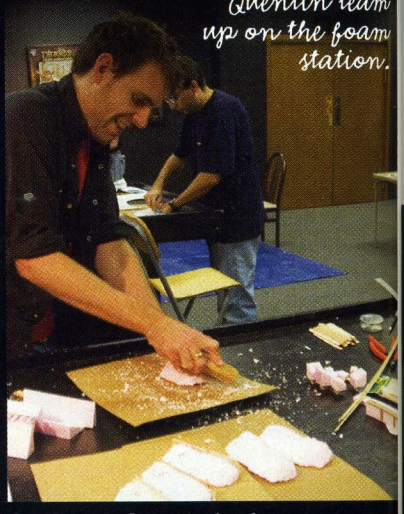
Foamcore Station



Supplies: Foamcore board, hobby knife, cutting surface.

Duties: Cut out bases for the craters, trees, woods templates, and wall supports.

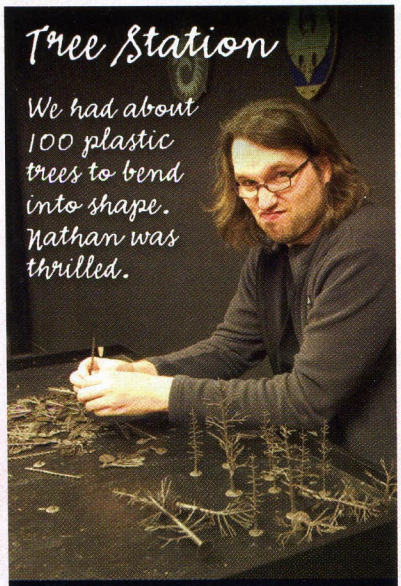
Pink Foam Station



Supplies: Pink insulation foam, extendable knife, cutting surface, wire brush.

Duties: Cut out the walls, crater rings, and hills. Distress the earthworks foam with a wire brush and smooth the hills.

Tree Station



Supplies: Plastic tree armatures and superglue.

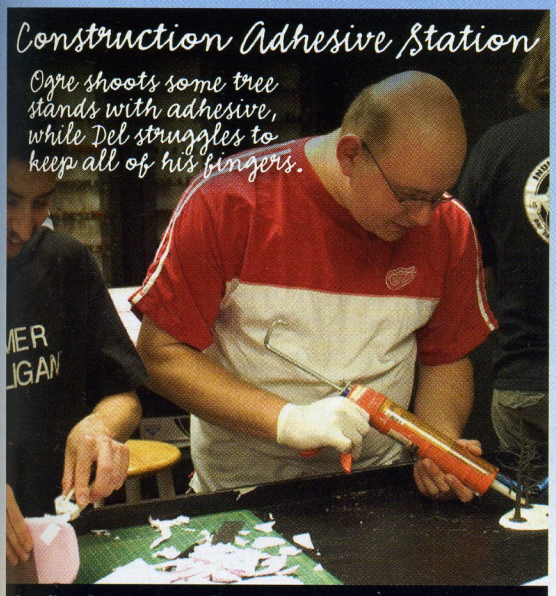
Duties: Cut and bend trees to shape and super glue them together. Superglue the final trees to foamcore tree bases.

Sand & Glue Station

Supplies: Wood glue and water, brushes, play sand, and drop cloths.

Duties: Prep the glue and water mix. Add sand to the base of each piece as it comes in.

Construction Adhesive Station

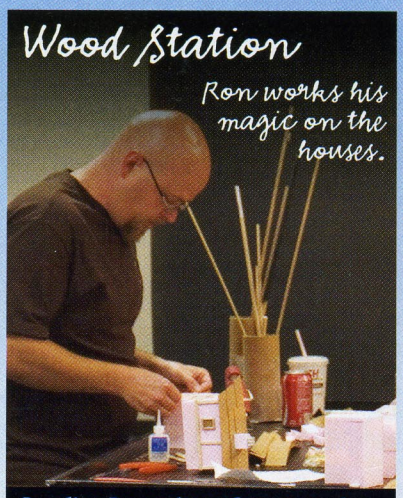


Ogre shoots some tree stands with adhesive, while Del struggles to keep all of his fingers.

Supplies: Construction adhesive, latex gloves.

Duties: Apply construction adhesive to the terrain pieces to fill gaps and adhere the pink foam components.

Wood Station



Ron works his magic on the houses.

Supplies: Pre-cut house foam, superglue, basswood, popsicle sticks, clippers, hobby knife, cardboard, cutting surface.

Duties: Build windows for the houses. Superglue popsicle sticks & basswood to the earthworks. Superglue the basswood framing to the houses, and glue wash the foam areas.

Wall Station

Hot, riveting action!

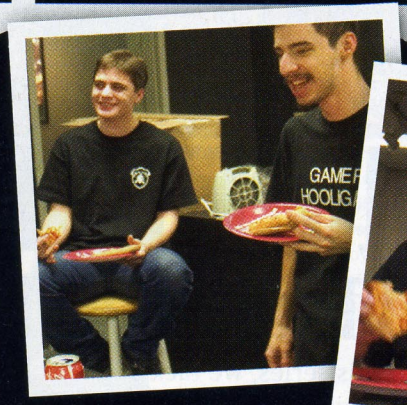
Supplies: Cinder block or bricks, pencils, pre-cut rivets, hobby knife, cardboard, wood glue, brushes.

Duties: Press-texture the stone areas of the walls and houses and pencil on the bricks. Glue wash the stone areas and houses. Add card strips and rivets to the walls and houses.

Food, Glorious Food!

Making sure that the troops get fed is essential. They generally will not work on an empty stomach, especially if you used the promise of food to lure them to the event in the first place. You might be surprised by how many extra people volunteer if you can work food into your budget.

Our food arrived after about two hours of work, and none too soon. We were famished!



The gang takes a well-earned break before getting back to work.

FINISHED!

With everyone helping, the time should fly. Once all the work finishes at one station (for example, when all of the foam core bases are cut out) move people to other work stations to help out. In the end, the hard work really pays off. Your store, club, or group will have a new range of scenery ready for battle.

Here's our finished terrain in all its glory:

The Most Important Rule: Have Fun!

STAGING THE BATTLE

Part 2-Building Modular Terrain

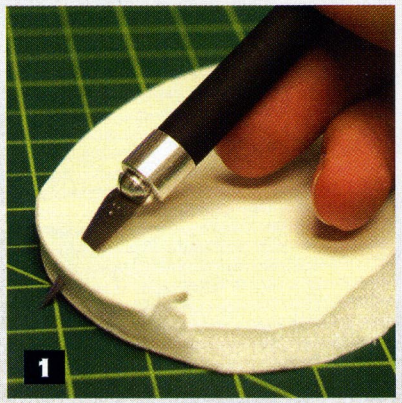
In the first installment of this series, we tackled the construction of a basic game table and learned the advantage of using pink insulation foam to build a lightweight board with some static terrain features. (So in the past two months everyone has built at least one beautiful 4′ x 4′ game table, right?)

While fixed terrain looks great, no one wants to play on the same scenery for every game. This time we will add some modular battlefield accessories commonly seen throughout the Iron Kingdoms: blast craters, woods, walls, houses, and earthworks.

*By **Rob Hawkins**, Hobby Content Manager*

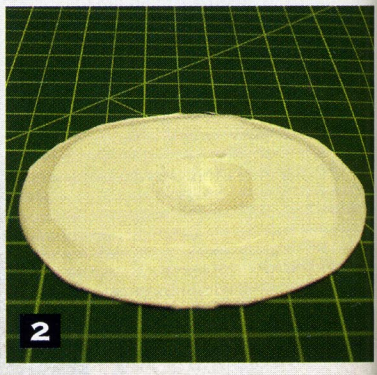
Blast Craters

Khador uses bombards and mortars extensively and they have scarred many a field of war. These blast craters make great difficult terrain areas. Here is a quick way to make simple, movable blast craters.



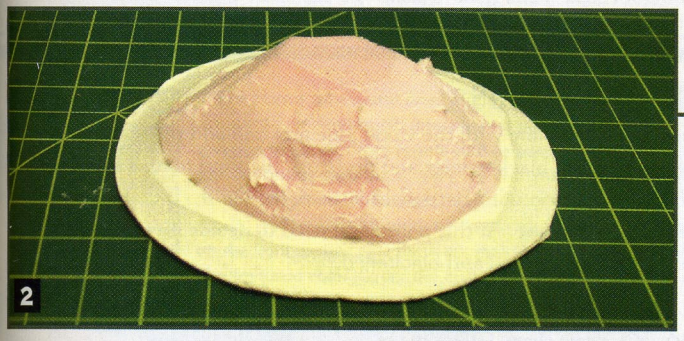
Step 1.) Start by cutting some 4" - 6" diameter circles out of 1/4" thick foamcore as the bases for the craters. Bevel the edge of each one with your hobby knife.

Step 2.) Cut into the center of the base with your knife at an angle to create a divot, but don't punch through the bottom. You just want to create a depression so the bottom of the crater will appear nice and deep.

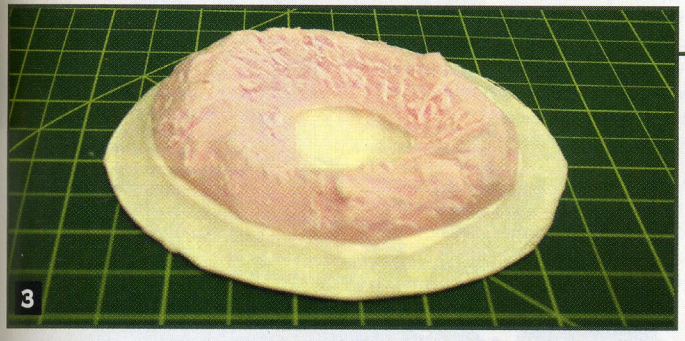


Crater Ring

Step 1.) Using 1" thick insulation foam, create a cylinder just slightly smaller than the beveled area. This does not have to be perfect, since you will trim most of it away.



Step 2.) With the foam sized appropriately, use an extendable blade to bevel the sides and give the foam a conical shape. Mind your fingers when cutting!



Step 3.) Cut at an angle to create a beveled hole all the way through the center of the 1" foam and form the lip of the crater. It might look like you can just skip to this step and cut a beveled ring of foam, but trust me, it always ends up too small or too big. Following these steps gives you more control so you can keep the size accurate.

Step 4.) Attach the foam ring to the base with construction adhesive. Spread more construction adhesive over the crater and scrape it over the surface to smooth the seams and join.

Finishing the Crater

Cover the crater with a 60/40 mix of wood glue and water, sprinkle play sand over it, and let it dry overnight. Since you have no exposed foam, you can use black spray primer to apply the undercoat. Drybrush the crater to match your table. (Our table uses a successive drybrush of Bloodstone, Moldy Ochre, and Menoth White Highlight for its ground color.) Avoid drybrushing the Moldy Ochre and Menoth White Highlight in the crater's center to achieve a scorched, blackened interior. Finally, apply a little of the wood glue mix in patches around the edge of the crater and sprinkle on some flock.

Woods on the Battlefield

Whether a sprawling forest or a small copse of trees, woods form an integral part of any terrain library by adding tactical elements like concealment and difficult terrain to the battlefield. The necessity to define an area for the woods while simultaneously making the trees passable for large units or models makes the construction of an appropriately dense forest quite a challenge. This method allows you to create realistic forests with movable trees to accommodate models.

Rather than place each tree on its own base within the forest template, we will place three or four trees on a larger base. Three of these tree stands will go onto a larger template to define the area of woods. Building forests this way means fewer components and makes terrain placement and cleanup much quicker. Three stands of trees, rather than six or eight individual trees, require less time for rearranging the woods as models move through, and these tree stands won't tip over either. Most importantly, the woods will look like *woods*, rather than a template with two or three trees on it.

Tree Stands

Step 1.) First, cut the tree bases out of foamcore and bevel the edges. Next, superglue the plastic trees (available from a variety of manufacturers, and found at most hobby stores) onto the base. For burned woods, be sure to attach a few broken and knocked down trees.

Step 2.) Use construction adhesive to fill in the seams and smooth the join where the plastic trees attach to the bases. Doing this allows you to apply the sand and flock more evenly.

After you have completed the tree stands, cut the woods templates out of foamcore. Ensure you cut them large enough to accommodate three of the tree stands. Bevel the edges as you did for the tree bases.

Finishing the Woods

Cover the bases and template with the wood glue mix and add play sand. When dry, spray the piece with black primer and drybrush the sand to match your table. To drybrush the trees, start with Battlefield Brown, then add a little Bastion Grey. Apply some flock to the base. At this point, you need to decide if you want your woods alive and lush or burned and blackened.

For lush woods, affix some clump foliage to the tree armatures. A variety of spray adhesives and tacky glues exist specifically for foliage. We used the Woodland Scenics® Hob-E-Tac®. Superglue provides a more permanent bond but tends to be a bit messier.

For burned woods, affix a little of the clump foliage at the top or side of one or two of the tree armatures, but leave the rest bare. In short bursts, hit the tree trunks with black spray primer. Spray the edges of the foliage, the center of the base, and the larger tree template. Drybrush some patches of Bastion Grey over the blackened areas for a charred, ashen look.

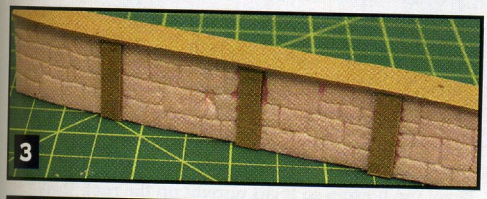
Walls and Houses

Structures in the Iron Kingdoms utilize a variety of materials. Houses feature a combination of riveted sheet metal, wood, and stonework. Walls commonly consist of fieldstones with metal framing. Treat these simple houses as impassable terrain (since you can't lift the roof off—that's another project), while the walls function as linear obstacles and provide cover.

Wall Contruction

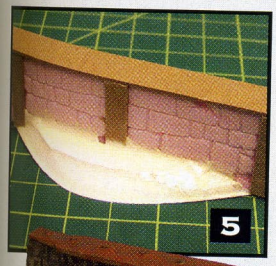
Step 1.) From a sheet of 1" insulation foam, cut a strip about 1/4" thick, then cut the strip into 6" lengths. Each wall section should be 1/4" thick, 6" long, and 1" high. Press both sides of the strips on the sidewalk, a cinderblock, or anything that will give them a rough texture.

Step 2.) Draw horizontal lines along the length of the wall with a standard wooden pencil. (Mechanical pencils will tear the foam and pen ink sometimes repels glue or paint.) Then draw the vertical separations of each brick. Vary the size and spacing of each block, as Iron Kingdoms stonework does not use machine-made bricks and should not resemble a modern-day brick wall. The texture you pressed on the wall earlier will show up, making the drawn-on stones look like textured rock. Cover the entire piece with a thin 60/40 wash of wood glue and water, and let it dry.



Step 3.) For the metal retainers, cut strips of cardboard 1" long by 1/4" wide. Glue three of these strips vertically on each side of the wall. Then, cut a strip 6" long by 1/2" wide and glue it along the top of the wall.

Step 4.) Cut a small piece of roughly oval-shaped foamcore, bevel the edges, and cut a groove in the center. Cut all the way down to, but not through, the bottom layer of card. Make the groove 1/4" wide to allow the foam wall to sit snugly inside.



Step 5.) Place a bead of construction adhesive along the groove, and press the wall into it. Use the excess adhesive that squishes out to fill any gaps and smooth the join. Now the wall has a base that prevents it from tipping over. To avoid the "floating wall" effect, try to get the pink foam to sit flush with the bottom of the foam core base. To allow multiple wall sections to sit at 90 degree angles, make sure you center the base and cut notches out of the corners of the top piece of card. Add some rivets to the metal strips to finish off the wall.

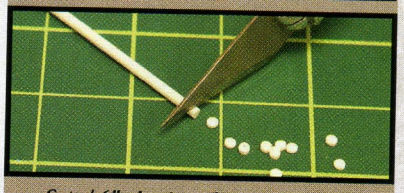
Finishing the Wall

Glue some sand to the foam core base, and primer the wall. Drybrush and flock the base to match your table. Drybrush the stone with Ironhull Grey, then Trollblood Highlight, and finally with a 50/50 mix of Trollblood Highlight and Morrow White. (Make sure to keep the drybrushing very dry to avoid filling in the recesses between each stone.) Apply a very thin wash of Umbral Umber to the bottom half of the wall. When it dries, drybrush the bottom third with Traitor Green. Basecoat the metal retaining strips with Pig Iron. To make the metal appear rusted, wash it with a very thin mix of Bloodstone and Khador Red highlight.

RIVETS 101

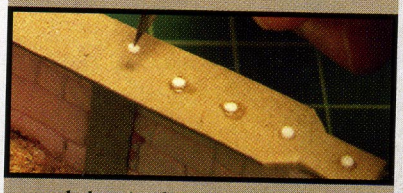
Here are two useful methods for creating rivets:

THE PLASTIC ROD METHOD



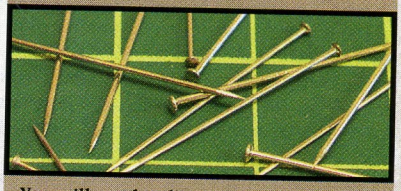
Cut 1/16" plastic rod into thin slices sometimes called coins or chads.

Place a dab of superglue on a scrap of card. With the sharp tip of a hobby knife, pick up a coin, dip it in the glue...

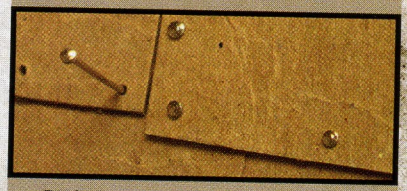


...and place it where you wish. Hold it in place a few seconds until the glue dries. While cutting the coins gets tedious, the gluing goes rather quickly and allows for precisely placed rivets.

THE STRAIGHT PIN METHOD

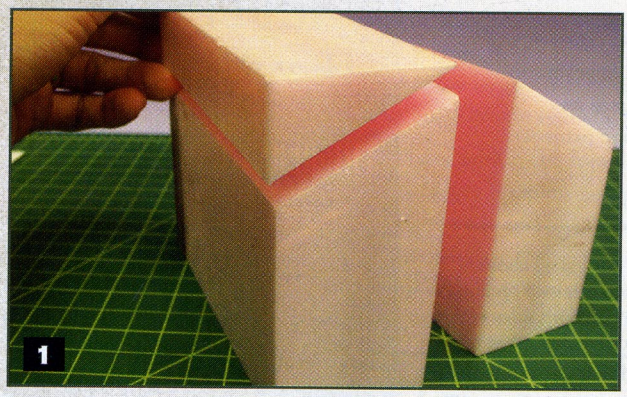


You will need ordinary straight pins with flat heads (not round ones).

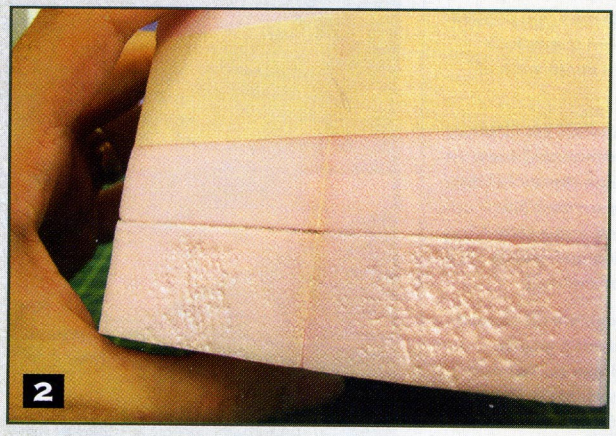


Push the pins in place wherever you want rivets. The head of the pin makes a perfect a rivet head. Depending on the thickness of the card, you might find it useful to first drill a small guide hole. Place a small drop of glue in the hole to secure the pin. The straight pins add some strength to the project, but you can only use them on thicker pieces that have room to accommodate the pin's length.

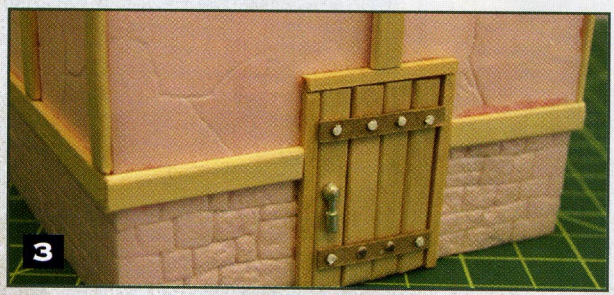
House Contruction



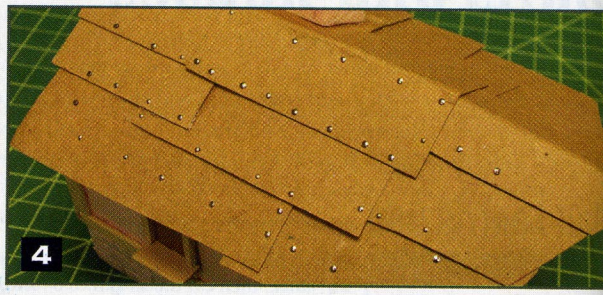
Step 1.) Cut two 5" x 4" blocks out of 2" thick foam insulation. Measure twice and cut once because the blocks will go together to form the house. Next, cut the tops at about a 30-degree angle to get the slope of the roof. Put aside the removed triangular sections for use later as earthworks.



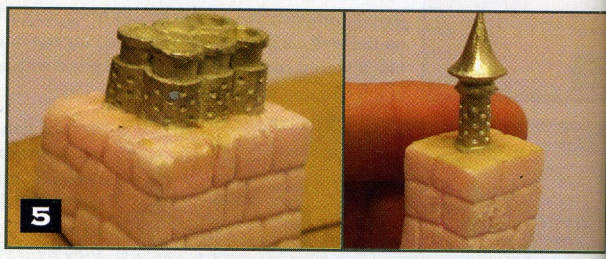
Step 2.) Join the two halves together with construction adhesive, and use some tape to hold them in place while they dry. You should have a house 5" long, 4" across its front, and 4" high at the roof's apex. With a wooden pencil and ruler, draw a line around the house 1" up from the bottom. Press the bottom portion on concrete as you did for the stone walls, and pencil in the stonework. You can also use the pencil to draw some cracks on the upper walls of the house. Before moving on to the next step, remove the tape and apply a thin wash of 60/40 glue and water to the house and let it dry. This coating helps prevent the superglue and spray primer from dissolving the foam.



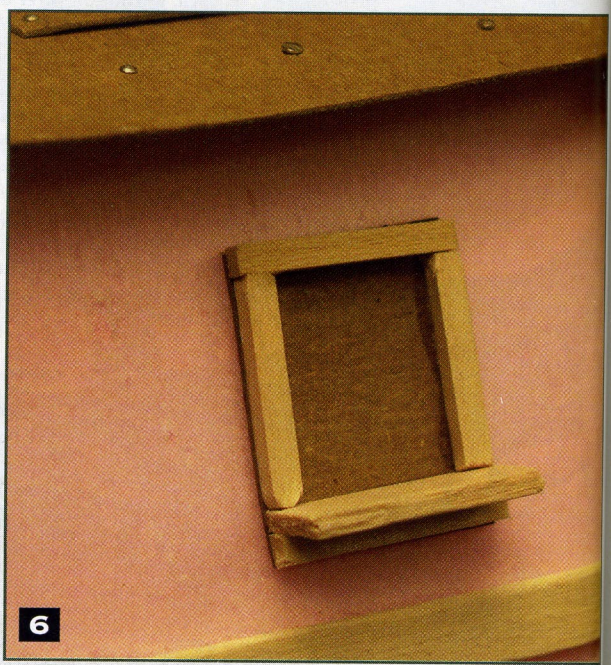
Step 3.) Using 1/4" wide basswood strips, cut four 1 1/2" long boards to make the door. Glue these to the front of the house and then frame the door with 1/8" square basswood strips. Cut two thin strips of card the width of the door, and glue them in place as if to hold the door together. Add rivets (this is the Iron Kingdoms, after all). I used the large piston from the Thunderhead with the end clipped off for the door handle. Add some basswood strips to create a framework for the walls. Make sure the placement of the strips covers the seams between the two blocks of foam.



Step 4.) For the sheet metal roof, cut some panels out of card and glu them to the roof. Start with the bottom row and overlap the next layer. At the apex, fold the card in half before gluing it in place. The card should overhang the edges of the structure by about 1/2." For the cover over the door, simply extend the overhang to 1 1/2" and cut the cards at an angle. Add some straight pin rivets when you have all the roof paneling in place, taking care that all of the pins go into the foam of the house.



Step 5.) Cut a chunk of foam and add the stonework texture to make the chimney. Bevel the bottom so it sits upright on the roof. These smoke stacks came from the Khador Behemoth (also shown is one of the Deathjack's smoke stacks). Use construction adhesive to both attach the stacks to the foam chimney and to affix the chimney to the roof.



Step 6.) For each window, cut a piece of cardboard 3/4" wide by 1" tall, and use 1/8" basswood for the window frame. Attach the bottom beam, and then glue a strip of 1/4" basswood in place to create the sill. Attach the vertical side beams next, leaving enough room for the top beam. Cut just deep enough that all of the framing bits line up flush with the edge of the card. Use construction adhesive to glue the completed windows to the house.

Painting the House

Coating the foam with the wood glue mixture means you can safely use black spray primer. Start by painting the chimney and stone foundation with the techniques used on the wall.

Basecoat the wall panels with Gun Corps Brown, leaving a bit of black showing where the edges meet the wooden beams. Over this, apply Hammerfall Khaki with a stippling technique, but leave some of the brown showing around the edges. Carefully basecoat the wooden framing with Bootstrap Leather, and then drybrush it with Bastion Grey. The P3 Flat Brushes work perfectly for this because they allow you to keep your drybrushing on the wood. Next, stipple some Menoth White Base in the center of the wall panels. Finally, give the walls and wood a very light drybrush with Menoth White Base.

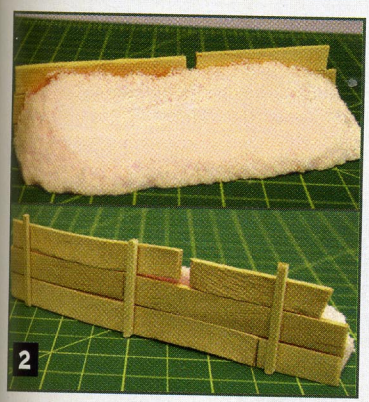
For the metal roof, basecoat it with Pig Iron, then give it a rusty wash of Bloodstone and Khador Red Highlight. Repeat this for the chimney stacks and the metal on the door (not too much rust on the handle, as it would see constant use). Basecoat the window with Thamar Black, and apply an "L" shaped highlight line with Coal Black along one side. Blacken the tops of the smoke stacks. If the cracks in the walls have filled in, touch them up with a Fine Hobby Brush and a little Thamar Black.

Finally, to achieve a worn and moldy look, apply a thin wash of Traitor Green and wood glue in patches around the walls. Sprinkle a little bit of flock on the washed areas while still wet to create moss patches.

Earthworks

Crisscrossing the Cygnaran battlefront like scars, Trencher earthworks provide essential cover from enemy fire. These walls can act as linear obstacles and make a great way to have lots of good-looking trench lines without permanently cutting them into your table.

Step 1.) The off-cuts from the roof of the house make perfect earthworks. The short 1" side should sit at a 90-degree angle to the table to make the boarded wall of the trench vertical. Use a wire brush to distress the ends of the foam for a more organic shape.

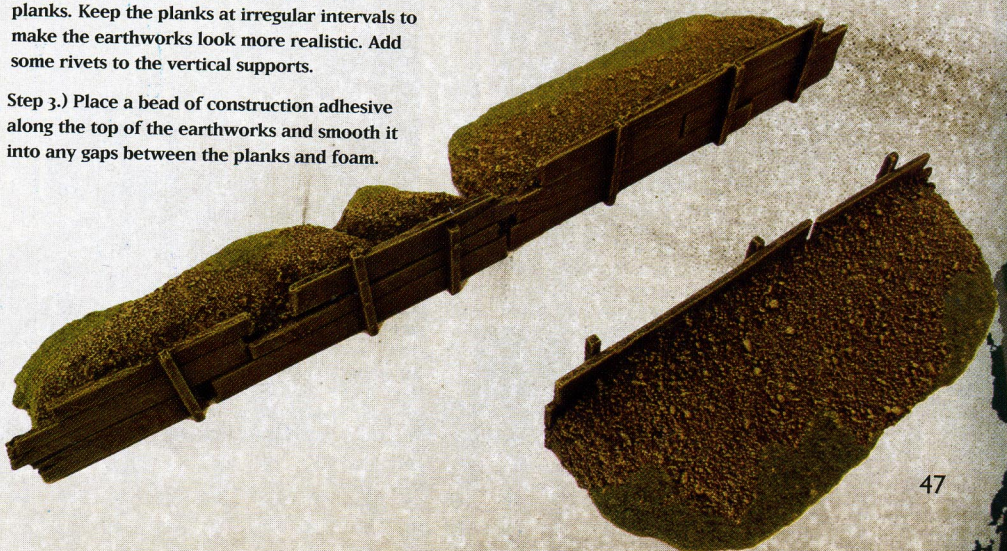


Step 2.) Clip the rounded ends off of some craft popsicle sticks. (Watch where they shoot, you don't want anyone losing an eye!) Glue the sticks to the front of the trench wall with superglue. (NOTE: Superglue can dissolve pink foam, but if you apply the glue to the popsicle stick, press it onto the foam, and hold it until it sets, this should not pose a concern. The foam will dissolve slightly, but you can fill any resulting gaps with construction adhesive.) Then glue vertical support beams (made from 1/8" square basswood) to the front of the popsicle stick planks. Keep the planks at irregular intervals to make the earthworks look more realistic. Add some rivets to the vertical supports.

Step 3.) Place a bead of construction adhesive along the top of the earthworks and smooth it into any gaps between the planks and foam.

Finishing the Earthworks

Cover the foam portion of the earthworks with the wood glue mix and add some sand. When dry, spray the piece with black primer and drybrush the sand. Drybrush the wood planks first with Bloodstone, then Bastion Grey, and finally with 'Jack Bone. Pick out the rivets with cold steel. Keep the flock close to the base of the dirt mound. Freshly dug earthworks should feature a lot of exposed earth.



Conclusion

Making several of each piece allows you to quickly fill out your library and create a challenging battlefield!

Raw rock, cut stone, and gems commonly appear on HORDES models. Studio Painter Matt DiPietro shows you step-by-step methods for painting weathered stone, glossy stone (like marble), and gemstones to make your troopers and warbeasts look as hard as they fight.

*By **Matt DiPietro**, Studio Painter*

Modeling and Painting:

How to Paint Stone

Studio Style!

Painting Weathered Stone

Many of the weapons, gear, and even armor of the relatively primitive creatures in HORDES make use of raw, weathered stone. This method makes your stone appear ancient and weathered by the effects of time, erosion, and of course, battle damage.

What you'll need

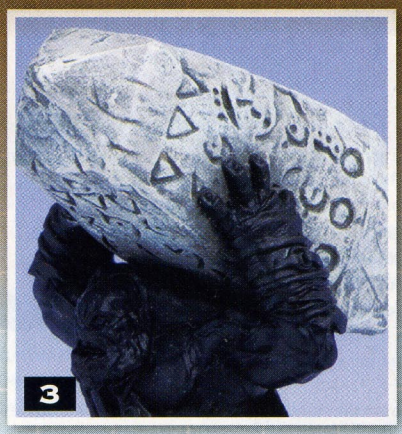
- Bastion Grey
- Cryx Bane Base
- Greatcoat Grey
- Formula P3 Mixing Medium (also known as Matte Medium)
- Menoth White Highlight
- Trollblood Highlight

Step 1.) Base coat the Kriel Stone with Bastion Grey. Make sure that the basecoat remains a solid color with no variation and that it fills all the crevices.

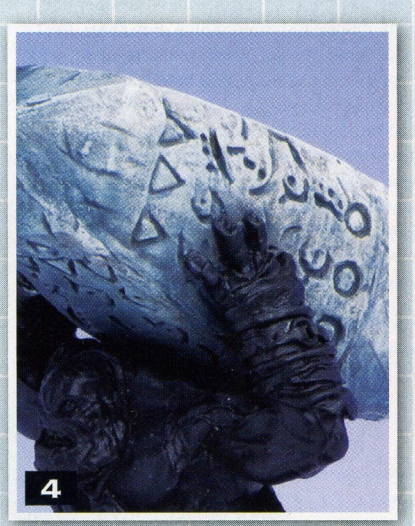
Step 2.) Mix equal parts Trollblood Highlight and Menoth White Highlight. Then apply a heavy drybrush of this mix to all the surfaces using a flat brush. This gives the stone some texture, so the chalkier the effect the better.

Painting Tip

To make stone effects appear more "chalky" while drybrushing, use paint straight out of the bottle without using any water.

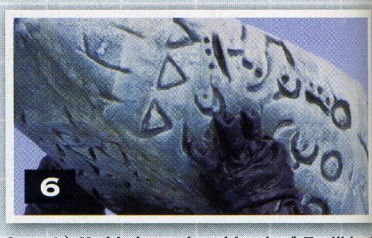


Step 3.) Carefully drybrush again with straight Menoth White Highlight.



Step 4.) To define the shadows, mix Greatcoat Grey with Formula P3 Mixing Medium (sometimes called Matte Medium) and water, then apply this over the stone. The Mixing Medium makes the paint translucent so the texture painted underneath will show through.

Step 5.) Next, apply additional shading using Cryx Bane Base. Use a generous amount of Mixing Medium at this stage so you do not obscure the texture. Notice how the paint tints, instead of covers, the stone.



Step 6.) Highlight with a blend of Trollblood Highlight and Menoth White Highlight mixed with plenty of Mixing Medium to augment the translucency of the paint.

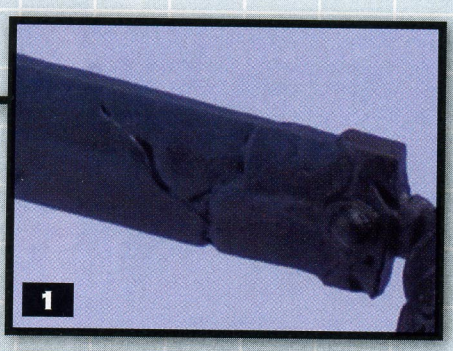
Step 7.) Apply some edge highlights using straight Menoth White Highlight. This defines the edges of the monolith and makes the runic glyphs stand out much more.

Painting Glossy Stone

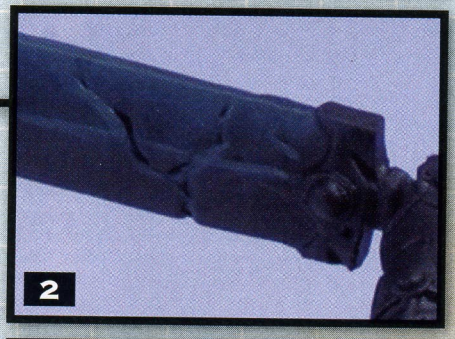
Next, we'll look at painting glossy black stone (to mimic obsidian or black marble), common to such creatures as Skorne Immortals and Ancestral Guardians or even Circle Orboros Shifting Stones.

What you'll need

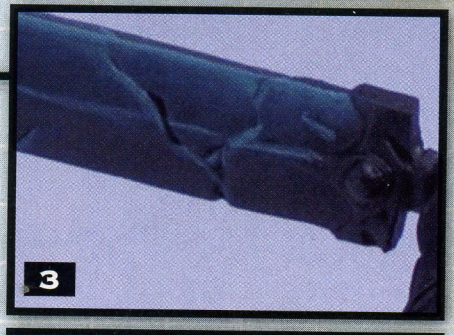
- Coal Black
- Menoth White Base
- Menoth White Highlight
- Thamar Black



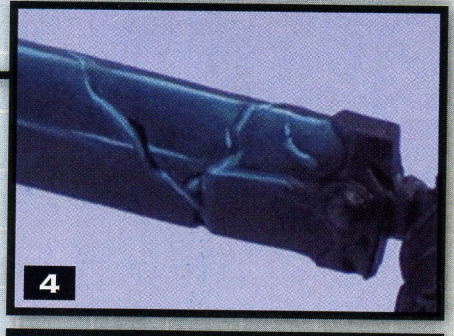
Step 1.) Start with a black undercoat and apply a mix of Coal Black and Thamar Black to the top half of each raised surface.



Step 2.) Apply Menoth White Base to the mix from Step 1. Using this mix, highlight the raised areas of the model. Blend carefully to make this effect subtle.



Step 3.) Highlight again with a mixture of equal parts Coal Black and Menoth White Base. For this step, apply the highlights in lines to the cracks and edges of the stone for better definition.



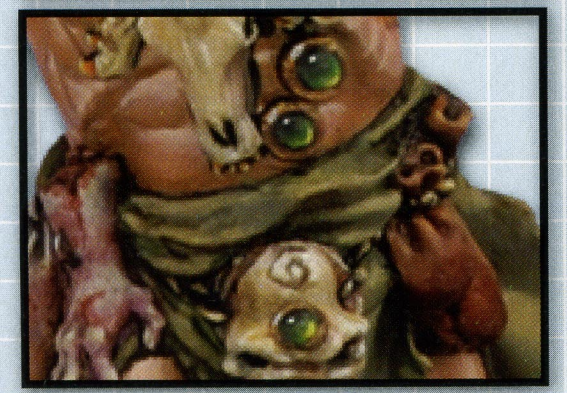
Step 4.) You will need a second line highlight to fully realize your edges. Mix Coal Black with Menoth White Highlight and carefully use the side of your brush to apply the paint to the edges and cracks of the model.

Step 5.) The final step of the process really brings the glossy effect to life. Use straight Menoth White Highlight to paint tiny dots on the most extreme points of the cracks and edges. Use these dots sparingly so they do not dominate the model.

Painting Gemstones

Painting gemstones is a crucial skill for any miniature painter since some models seem practically covered with the tiny things. Conveniently, the Immortal's sword used to demonstrate how to paint glossy stone has a large gemstone on the hilt. Here's how to paint it and others like it.

In order to fully understand the technique of painting gems it can be helpful to consider the way light interacts with real gemstones. Consider a gem as just a semi-transparent piece of colored stone. This means that when light hits the stone, instead of reflecting back, it passes through and reflects off of whatever material the stone is set in. This is the reason that the top of the gem is dark and the bottom of the gem where the light has passed through is bright. Gems are also semi-reflective, meaning that the light source reflects in the spot where it strikes most directly, which the single white dot of the sun in the upper portion of the gem simulates.



Using the same ideas stated above you can apply this technique with other color options like these black and green gems.

What you'll need

- Menoth Highlight
- Midlund Flesh
- Red Ink
- Sanguine Base
- Skorne Red
- Thamar Black

Step1.) Basecoat the gem with a solid layer of Skorne Red.

Step 2.) Mix Sanguine Base with a tiny dot of Thamar Black. Paint a circle shape in the upper corner of your stone, leaving a crescent shape of Skorne Red behind. Carefully blend the colors together for a smooth transition.

Step 3.) Refine the bottom half of the crescent shape with a mixture of Skorne Red and Midlund Flesh. Do not cover the shape completely, as this causes the color transition to appear too abrupt.

Step 4.) Use straight Midlund Flesh to apply a final edge highlight to the bottom of the gem. Apply a tiny dot of the color in the center of the final crescent to define the brightest portion of the gem.

Step 5.) Red gems often need a couple of thin glazes to magnify their intensity. To mix up your glaze, mix a single drop of Red Ink with 10-15 drops of clean water. Apply the glaze in 3-5 light layers, allowing the glaze to dry completely between coats.

Step 6.) Finally, paint the reflection of the light source glinting off the surface of the gem. Use a tiny dot of Menoth White Highlight, making sure to position it directly opposite from the dot of Midlund Flesh painted in Step 4.

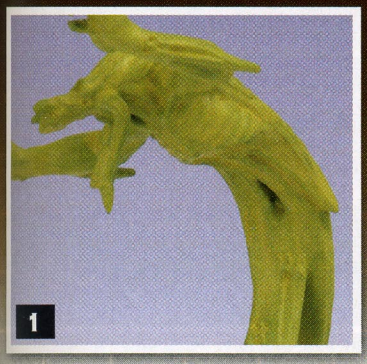
How to Paint the Feralgeist

The Feralgeist is a ghostly creature whose ephemeral body radiates an inner light. To achieve this glowing appearance, we employed a simple technique of switching the shade and highlight colors. In other words, the model gets lighter towards the shadows and darker towards the highlights. Keep this concept in mind while reading the following steps, and you should find painting your own feralgeist quite straightforward and enjoyable.

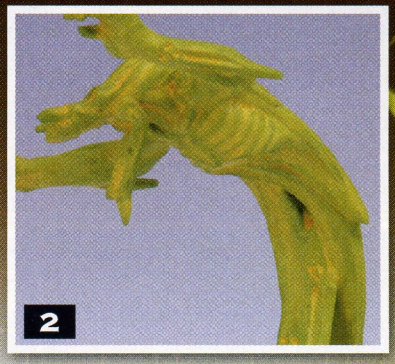
What you'll need

- Brown Ink
- Idrian Flesh
- 'Jack Bone
- Mixing Medium
- Menoth White Highlight
- Ordic Olive
- Red Ink
- Sulphuric Yellow
- Wurm Green
- Yellow Ink

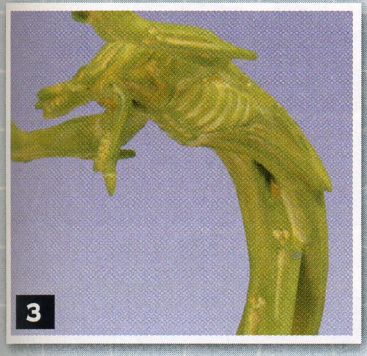
Studio Style!



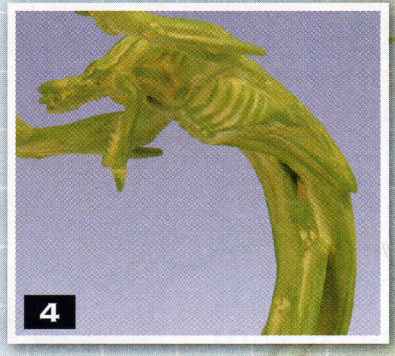
Step 1.) Lay down a solid basecoat of 50/50 Wurm Green and Sulphuric Yellow. It will take 4-5 layers to achieve a good basecoat, but stick with it, as any blotchiness ruins the overall effect.



Step 2.) Add Sulphuric Yellow, some Mixing Medium, and water to the base color until it reaches wash consistency. Apply this wash to the whole model so that the details become apparent.



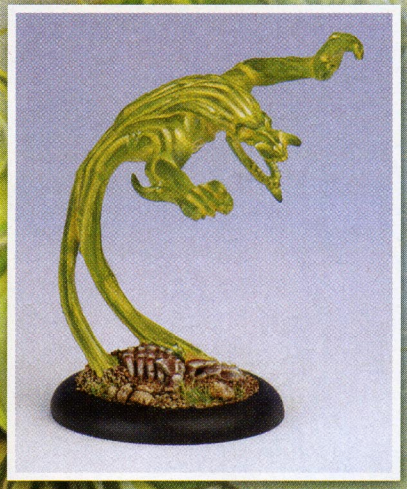
Step 3.) Begin defining the glow by applying Sulphuric Yellow to the recessed areas of the model in the same way you would normally add shading, and watch your figure begin to glow.



Step 4.) Add Menoth White Highlight to the Sulphuric Yellow remaining on your palette and apply a second shade. Add Mixing Medium to the paint to lend translucency and ease the transition between layers.

Step 5.) With the depths of our feralgeist glowing brightly, you can now move on to the darker highlights. Apply Wurm Green just like a normal highlight to the raised surfaces of the model.

Step 6.) Add Ordic Olive to the Wurm Green paint remaining on your palette, along with a drop of Mixing Medium for translucency. With this mix apply a second layer of darker highlights to the raised areas of the model.



BOSUN'S CALL

LETTERS

I am an avid reader and proud owner of every issue of No Quarter. But the thing that bothered me a bit in issue 14 is that there are no "gears". We got the guts, the Protectorate of Menoth Deliverers unit, but where was the 'jack or warbeast?

— LCPL Brenton J Brown

The Guts & Gears format has changed recently just as you noticed. We plan to focus on either a unit or a warjack/warbeast each issue. We should point out that the page count for the article hasn't decreased. This means that even though we only cover one subject instead of two, we're giving it twice the coverage. For example, the Guts & Gears article for the Deliverers in No Quarter #14 spans eight full pages rather than the four pages a unit would have received in the previous format.

The main reason for this increase is our desire to include tactics and painting tips about the subject matter, to expand our coverage but not tread on the features and other content. That does not mean that this new format is etched in serricsteel. It can, and likely will, change over time to better met your needs. We might see a Guts & Gears 'double feature' in a future issue that covers both units and warjacks/warbeasts. We just cannot promise that we will have the space to do that in every issue.

We want you to keep sending your thoughts and feedback our way so we can improve our work and service. You can discuss the topic on our forums at privateerpressforums.com. We'd be glad to hear what others think on the matter.

I have been painting miniatures for almost 20 years and have used a variety of paints. Believe me when I tell you Formula P3 paints are the most awesome and exciting paints I have ever used! I want the readers out there to know just how great these paints are. I have NEVER before seen white cover completely in just a single coat!

— Benn "Arkangel" Williams

Thanks for the recommendation Benn! We always like to hear what experienced painters have to say. While we are getting great responses from those who have tried Formula P3 paints, some readers have asked how to find the paint in their area. Try our updated and revised store search online at http://www.privateerpress.com/findstore which now shows what stores carry Formula P3.

If you are still having problems locating a store who carries Formula P3 in your area, let us know. Contact our Customer Support at frontdesk@privateerpress.com with the subject "Finding Formula P3".

A while back, shortly after the first Hordes releases, there was a tactics article for Circle Orboros. Will there be a similar article on the other HORDES factions too?

—Thomas Thijs

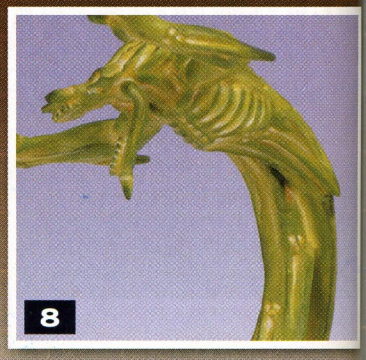
Who knew the masters of fang and fur could be so darn tactical? Tactics articles are our most requested kind of article, and so we'll be doing a whole series of them for HORDES in 2008. Put on your fur-skinned thinking caps, time to get schooled HORDES style!

Got a question or something to say? Did we do something praise-worthy, or commit an hangin' offense? Let us know! Write the editorial staff of No Quarter at editor.in.chief@privateerpress.com

How to Paint the Feralgeist (Continued)

Step 7.) Heavily dilute Yellow Ink with clean water 15/1. Apply this in multiple glaze to the entire body. Be careful to avoid any excessive pooling in the crevices and watch as the ink reduces contrast and magnifies your color's intensity.

Step 9.) For our final step, apply a layer of Ordic Olive to the most pronounced raised areas. Use these highlights sparingly to define and separate areas of the model, such as the hair, fingers, and ribs.



Step 8.) The next two steps bring out some of the contrast buried by the ink glaze. Sparsely apply a final shade of Menoth White Highlight, making sure to avoid dominating the previous layers.

Painting Tip

When applying multiple glaze layers, a blow dryer can speed things up by reducing drying time.

Painting the Feralgeist's Bones

Step 1.) To paint the rest of the model, start b re-undercoating any areas accidentally hit b paint from previous steps. Follow this up wit a solid base coat of 'Jack Bone.

Step 2.) To give the bones definition mix up a wash of Idrian Flesh and water with a drop o Mixing Medium. Apply the wash to the entire surface of the bones.

Step 3.) Highlight your base using a 50/50 mix o Menoth White Highlight and 'Jack Bone. Appl the highlights sparingly to the raised edges o the bones.

Step 4.) To lend the bones a fresh and slightly bloody appearance, apply an ink wash consisting of one part Red Ink, two parts Brown Ink, and lots of water.

Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By Rusty Zimmerman • Art by Eric Deschamps and Imaginary Friends Studio
Miniatures Painting by Todd Arrington

Guts & Gears

STORMBLADES & STORMGUARD

Nature holds few forces more dynamic, destructive, and awe-inspiring than lightning slashing down from on high in the midst of the ravaging fury of a thunderstorm. One stalwart group of warriors have embraced this force and become the undisputed elite of Cygnar's soldiers. The Cygnaran crown hand-picks these men and women from the cream of its military and the ranks of their nobility's finest offspring and gives them training and equipment second to no force in western Immoren. The resulting corps of elite soldiers has earned the fear and respect of all their nation's foes.

Late in the summer of 578 AR, a young Lord General Leto Raelthorne appeared at an otherwise poorly attended demonstration of a controversial colonel adept's latest project. Sebastian Nemo's research and discussions regarding his experimental storm chambers had proven unpopular. With the Cygnaran military still adapting to their new King Vinter IV's iron hand, few officers wished to endorse so radical and potentially expensive a technology. Prince Leto, however, saw promise in Nemo's ideas. The young lord general, already resolved to create a group of soldiers to embody his own ideals and stand by him in the years to come, conceived of a small force of men so well equipped that they could stand in the place of much larger contingents and thereby project great force in battle while risking fewer lives.

What began for Colonel Sebastian Nemo as an enthusiastic conversation with the young prince turned into a long correspondence and a winter spent hard at work. By Tempen of 579 AR, Nemo delivered two dozen new weapons to a handpicked cadre of Leto's peers for field testing. The impressive results throughout spring and summer prompted Nemo to expand production and drew more young nobles to Leto's banner. This core became the first Stormblades. The scope of this unique force remained small and exclusive at least partly to avoid interference from King Vinter IV. Soon the king became accustomed to the devoted blue-armored knights which accompanied his brother and paid them no further mind.

Leto first organized the Stormblades into formal companies during the Scharde Invasions of 584-588 AR and gave them the opportunity to prove their worth battling Cryxians in open war. The young prince fought beside his knights and created the unbreakable loyalty between himself and these soldiers through shared risk against unquestionable evil. This bond proved crucial during the most notorious battle of the Stormblades' short history, the Lion's Coup.

All of the Stormblades' higher officers had served alongside their prince and become well acquainted with the Tyrant's cruelty. When Leto called upon them to end the black reign of his brother, they eagerly took up their mechanikal gear and joining him without hesitation in besieging the palace. While an Ironclad's hammer battered open the palace gates in594, bursts of man-made lightning and great sweeping blows from storm glaives swept aside Vinter's forces waiting within. In the days following King Leto's somber crowning, word spread about the power and bravery of his chosen warriors, and even those Cygnarans who remained stubbornly loyal to the deposed Tyrant spoke of the Stormblades with respect and fear. Some of these knights became influential nobles of the Royal Assembly, such as Duke Kielon Ebonhart.

The creation and introduction of the Stormclad, as impressive a warjack as Cygnar had ever seen, only added to the Stormblades' fame. Never before had a Cygnaran king commissioned a warjack as thanks to his soldiers, and this impressed warriors throughout the kingdom. Men and women throughout Cygnar's military clamored for the chance to set aside battleblade, spear, or rifle and take up the fantastic arms of one of Leto's honored favorites.

Stormblades and Stormguard receive the best gear possible.

Members of the 1st Heavy Infantry Battalion, aka "Northern Thunder", protecting the far reaches of Cygnar.

Leto authorized the arming of hundreds and eventually thousands of these formidable heavy infantry. Under the instruction of Sebastian Nemo, smiths and arcane mechaniks across the nation worked countless hours to create the expensive and specialized weaponry and armor required for these soldiers to wield lightning in battle.

Recognizing the need for these troops in the field—both as a core of unquestionably loyal, elite soldiers and as symbols of a united, strong Cygnar—and also requiring absolutely trustworthy guards for Castle Raelthorn, King Leto divided his surviving 12 companies of Stormblades into three groups. The first and largest, composed of experienced and hardened soldiers, formed the frame around which Leto rebuilt the Stormblade corps. The second and smallest group, mostly those recovering from injuries too grievous to allow continued combat service, went to Fort Falk to train the next generation of storm soldiers and help develop their weapons. The last group contained only soldiers who volunteered to forgo future battlefield glory and become the officers of the first Stormguard units. These men and women took responsibility for the security of Castle Raelthorn and King Leto's person.

In the years since, the men Cygnar calls Storm Knights filled several distinct battlefield roles. The original Stormblades continue their loyal service to crown and country as elite heavy infantry and shock troops, the boldest of them currently wear the Black Swan under Lord Commander Coleman Stryker. Countless heroes have arisen within their ranks and Morrow only knows how many enemies of Cygnar have fallen before their flashing glaives.

Soon after becoming king, Leto commissioned the first companies of Storm Lances. Coupling the tremendous energy of a storm chamber and the maneuverability and power of heavy cavalry with generations of Cygnaran nobility trained for mounted combat produced something truly fearsome. Incorporating storm chambers into mechanikal lances created powerful melee weapons capable of firing lightning bursts at short range.

While some staunch traditionalists still insist that nobility properly belong only in the Sword Knights or similar ancient orders, most have come to recognize membership within the Storm Knights in any capacity, as a distinct dishonor.

King Leto structured the Stormguard in deliberate counterpoint to the Storm Lances. Ironically, those who defend Cygnar's royalty and Castle Raelthorn tend to come from the lowest birth ranks of all who bear storm-charged weaponry. Some who have noticed this trend attribute it to a young King's desire to show his nation he trusts his life to those of proven loyalty and bravery rather than simply those of high birth. The discrepancy may result from nothing more than the fact that nobles prefer to seek positions where they will wield weapons traditionally associated with the ruling classes, such as the glaive and lance.

The bulk of the Stormguard sweated, bled, and fought their way up through the ranks of Cygnar's common soldiery to earn their positions. Immediately after the initial Khadoran attacks on Llael, Leto arranged to fund a greatly expanded Stormguard, including the creation of many new companies, and dispatched this force upon Khador's declaration of war to bolster the front lines. The seemingly numberless

swarms of conscripted Khadoran soldiers that stormed across Llael, coupled with the brazen assaults by the Protectorate's fanatics against Caspia, made it clear Cygnar would need every weapon to survive. Stormguard served with distinction when reinforcing Northguard after the fall of Merywyn. The guard continues to serve as a vital component of Cygnar's armored infantry and now comprises a force several times larger than the Stormblades.

Upon earning the honor of candidacy to the Stormguard—along with the potential for a formal knighting after suitably heroic service—every would-be guard ships to Fort Falk to be whipped into shape by the Cygnaran military's most valuable resource, experienced noncommissioned officers. Whatever smugness these recruits may feel about the prospect of induction into the guard evaporates under the sharp tongue and stern glare of these lightning-burned instructors, some of whom fought beside Leto during the Lion's Coup. Beyond the drilling fields of Fort Falk, few places exist in all Cygnar that one find respect more difficult to earn or men more eager to earn it.

The potential guardmen train for countless hours with unpowered and heavier models of their voltaic halberds. Even those few soldiers from other famous units, with hands callused from a shovel and backs well used to a Trencher's gear, often struggle to wield the more cumbersome weapons and wear the heavier armor of the Stormguard. They are trained, fed, housed, and even disciplined as a cohesive team rather than individuals. Units receive praise only for the prowess of the worst member during weapons drills, the speed of the slowest when field stripping and maintaining their gear, or the stamina of the weakest when "sparring" against laborjacks until they exhaust their coal.

The sole exception to this rule comes during the troopers' first live-storm chamber drill. Each recruit must decide for himself while wreathed in arcane electricity whether he or she can walk the path of the Stormguard, and some nerves shatter when men first feel lightning crawl over them while swinging fully charged weapons. Those who break ranks return home or serve the army in another capacity without shame. The remainder continues training amidst the crackle of lightning and the hum of charged accumulators. By the time they earn their armor, these men have hardened their bodies and souls and become not merely fighters capable of wielding their technologically advanced weapons, but a unit that will fight as one entity on the field of battle.

The Stormguard can brace their halberds against a rushing foe and hold ground like few other Cygnaran soldiers. When loosed on the offense, every strike of their powerful weapons unleashes mechanikal fury while blazing power wreaths their halberds and arcs from foe to foe to strike at any enemy foolish enough to stand before the Stormguard. The unique mechanika built into the sergeant's nexus generator—a weapon accompanying a promotion that almost always comes with a proper knighthood—harnesses every stray arc of raw power and charges to loose a final blast of electricity against one of Cygnar's foes. The custom accumulators and storm chambers in nexus generators require several times more money and skill to construct and maintain than the already expensive voltaic halberd, but the weapons have proven indispensable in the field.

The same is certainly true of the men and women who bear such weapons. The Stormguard ravage swarms of Khadoran or Protectorate infantry and cut down shambling hordes of undead with tremendous efficiency. Since their arrival, first in Northguard and shortly thereafter throughout Cygnar, the Stormguard have performed admirably and earned a place of honor not merely as the personal guard of their King but as outstanding front line soldiers.

Stormguard CR6

Usually N Medium humanoid (human, Midlunder) fighter 6

Hit Dice 6 (44 hp)

Resist electricity 20

Senses Listen +0, Spot +0; **Init** +5

Speed 20 ft. (4 squares)

Armor Class 20, touch 11, flat-footed 19 (+1 Dex, +9 armor)

Base Attack +6; Grp +9

Attack Options Cleave, Great Cleave, Power Attack

Melee *voltaic halberd* +11/+7 (1d10+7 plus 1d6 electricity)

Space 5 ft.

Reach 5 ft. (10 ft. with *voltaic halberd*)

Fort +8, **Ref** +5, **Will** +2

Abilities Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8

Skills Craft (mechanika) +3, Craft (small arms) +3, Intimidate +3, Knowledge (history) +2, Knowledge (nobility) +2, Ride +3

Feats Cleave, Exotic Weapon Proficiency (voltaic halberd), Great Cleave, Improved Initiative, Lightning Reflexes, Power Attack

Possessions *voltaic halberd, +1 mechanikal improved energy resistance (electricity) full plate*

Languages Cygnaran

Voltaic Halberd

A *voltaic halberd* is a +1 *mechanikal shocking halberd.* It possesses a hybrid accumulator socket and an offensive spell trigger that allows the wielder to cast *lightning bolt* (see pg. 328, *IKCG*).

Cost	Dmg (S)	Dmg (M)	Crit	Range Inc.	Weight	Type
Classified	—	1d10*	x3	—	15 lb.	Slashing

* +1d6 points electricity damage.

Stormblade and Stormguard Tactics

By Dan Weber

Two of Cygnar's hardest-hitting units share an affinity for harnessing electricity and dishing it out in massive swathes of mechanikal destruction. Each of these units can quickly bring the toughest target to ruin. Here are a few tips and tricks to get the most out of your Stormblade and Stormguard units while exploiting their similarities and differences.

Strength in numbers. The first important difference between the two units is their maximum unit size. Stormblades come in a fixed unit of six. Adding the two-man unit attachment both provides one unit of Stormblades with additional abilities and increases the unit's survivability by 25%, including the 5-wound lieutenant. Stormguard, on the other hand, come at a more economical points cost and can increase their numbers to ten.

Fire support anyone? Despite what you may have read in the Ordic Observer, Lieutenant Allister Caine is a surprisingly effective warcaster with a melee-heavy force containing Storm infantry. Caine's pistols can lay down a withering hail of fire to ensure friendly units reach melee alive. Likewise, his Snipe spell provides Stormblades with additional range on their attacks, and his Deadeye spell gives the Stormguard sergeant's Electric Discharge attacks and every Stormblade's Storm Glaive Blast a decent chance of striking their targets.

Leaping lightnings! Both units have access to arcing lightning. The Stormguard's Electro Leap sends POW 10 pain to the closest non-Stormguard model within 4" with each successful melee attack. This requires no attack roll and POW 10 will kill most one-wound infantry not in shield wall on average damage rolls. This ability lets every Stormguard model lay low two enemies per activation without any buffs. Use this against swarm units like Risen, Mechanithralls, or the dreaded Bile Thralls.

The Stormclad is an underrated warjack which gives your infantry units (usually Trenchers and Sword Knights) within 10" Fearless, arcs lightning from its own critical attacks, and gives Stormblades arcing lightning with their ranged attacks. This may not seem beneficial for a unit focused on melee, but keep in mind the Stormblade unit attachment's Lightning Strike ability. This allows Stormblades to charge, fire their glaives, and still take swings at whatever targets survived the onslaught (warlocks and warcasters, for example).

Power Up! The Stormblade sergeant's nexus generator can release a potent ranged attack at the end of his unit's activation. The Electric Discharge increases in range and power by +1 each for each successful attack made by models in the unit during its activation. What starts out at a RNG 6, POW 6 attack can quickly increase by attacking a spread of foes or hard targets, such as Men-O-War, Tharn Ravagers, and warjacks. If one Stormguard hits, but does not slay its target, the next can also make an attack, thereby dealing more damage and increasing the Electric Discharge's effect. With their MAT 7 and P+S of 12, don't be shy about allowing Stormguard to make individual attacks.

"Don't cross the streams!" Take great care with the Stormguard sergeant's placement if you send him into melee. He must end the unit's activation unengaged to make the Electric Discharge attack. Backup in the form of one or two Stormguard helps ensure that what the sergeant wants to hit falls down and stays there. Make sure also that any models within 2" of the sergeant also go down.

KEEPING THEM ALIVE – FIVE WAYS TO INCREASE STORM INFANTRY'S SURVIVABILITY

1. Watch for enemy shooters. Despite their DEF 13 and ARM 15, Stormguard and Stormblades fall to enemy ranged attacks quickly. A good round of skyhammer rockets, or a well-placed Hellfire spell can reduce Storm units from their maximum ass-whupping size to a paint-scratching couple of model. Be doubly careful against Widowmakers, Croe's Cutthroats, or Kell Bailoch, since the Storm infantry make expensive target practice for their one shot, one kill attacks.

2. Make use of the terrain. Keep terrain between your Storm infantry and the enemy whenever possible. Units like Cygnaran Rangers with their Trail Blazer ability can help Storm infantry move rapidly through life-saving but speed-reducing terrain. Although your units cannot charge, they can run through terrain and position for that game-winning next turn. Stormblades can use forest cover to take pot shots at the enemy with their storm glaive blasts if they cannot engage. Don't forget, Trencher smoke screens can assist an advance as effectively as the deepest forest. Even Sword Knights can provide 'cover' by screening or blocking line of sight to the more expensive Storm infantry units behind them.

3. Watch where you're pointing those things. Keep the differences between 'guard, 'blade, and 'clad arcing lightning in mind. Stormguard Electro Leap possess that critical word 'may', letting you choose whether or not lighting arcs. The Stormclad's abilities lack that very important word. Unless using the Storm Knights of the 16th Special Forces rules, remember that friendly lightning arcs can kill friendly models.

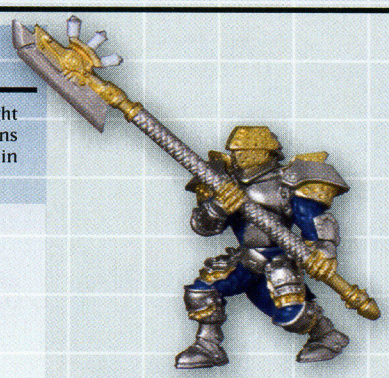
4. "Ooh, that tickles..." Models in Cygnar's Storm Knights Special Forces army are not affected by Electro Leap, Chain Reaction, or Critical Chain Lighting. Using this Special Forces list also allows the warcaster to promote a knight to replace a dead sergeant – a very handy ability.

5. The Journeyman Warcaster is your friend. Consider the Journeyman Warcaster a 25 point ARM buff for Storm infantry. His Arcane Shield spell increases their ARM to 18 and you can shift it between units as necessary. Commander Stryker and Captain Victoria Haley can also cast Arcane Shield, giving two Storm units the armor benefit. Add Stryker's feat to create ARM 23 Storm infantry ready to take whatever the enemy dishes out and ask for seconds.

Painting Stormguard

The 1st Heavy Infantry Battalion aka "Northern Thunder" By Todd Arrington

Base Coat

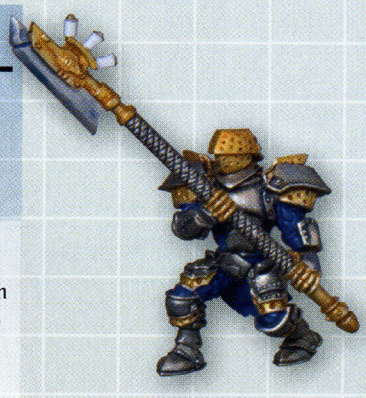


Base the arcane capacitors on the voltaic halberd with Menoth White Highlight and the blade with Cold Steel. For the rest of the model, base the gold portions with Solid Gold, the steel parts with Cold Steel, and the padding and trim in Cygnar Blue Base. Finally, base coat all white parts with Underbelly Blue.

Base Coat Colors:

Arcane Capacitors—Menoth White Highlight
Halberd Blade—Cold Steel • **Gold**—Sold Gold
Steel—Cold Steel • **Padding and Trim**—Cygnar Blue Base
Whites—Underbelly Blue

Shading

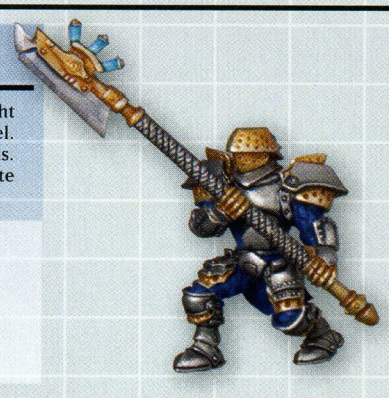


Wash the arcane capacitors with Turquoise Ink and the halberd blade with a mix of two parts Exile Blue and one part Armor Wash. Wash the gold and steel parts with a mix of two parts Bloodtracker Brown and one part Armor Wash. Then, wash the steel parts again with a mix of two parts Exile Blue and one part Armor Wash. Wash the padding and trim with Exile Blue. Finally, wash the white parts with a 50/50 mix of Underbelly Blue and Greatcoat Grey.

Shading Colors:

Arcane Capacitors—Turquoise Ink • **Halberd Blade**—Exile Blue, Armor Wash
Gold—Bloodtracker Brown, Armor Wash • **Steel**—Bloodtracker Brown, Armor Wash, Exile Blue • **Padding and Trim**—Exile Blue
Whites—Underbelly Blue, Greatcoat Grey

Highlighting



Highlight the halberd blade with Cold Steel followed by Quick Silver. Highlight the gold parts first with Solid Gold then a 50/50 mix of Solid Gold and Cold Steel. Highlight the steel parts with Pig Iron followed by Cold Steel on the flat portions. Highlight the padding and trim with Cygnar Blue Highlight. Highlight the white areas first with Underbelly Blue followed by Menoth White Highlight.

Highlighting Colors:

Halberd Blade—Cold Steel, Quick Silver • **Gold**—Solid Gold, Cold Steel
Steel—Pig Iron, Cold Steel • **Padding and Trim**—Cygnar Blue Highlight
Whites—Underbelly Blue, Menoth White Highlight

Details

Highlight the arcane capacitors with Morrow White. Define the halberd blade edge with Exile Blue and Thamar Black. Highlight the tips, edges, and rivets of the gold parts with a mix of Quick Silver and Sold Gold. Then, apply Umbral Umber in the grill holes of the helmet. Detail the steel and rivets of the armor with Quick Silver. Highlight the padding and trim with a 50/50 mix of Menoth White Highlight and Cygnar Blue Highlight. Finally, apply Morrow White to the extreme edges of the white portions.

Details Colors:

Arcane Capacitors—Morrow White • **Halberd Blade**—Exile Blue, Thamar Black
Gold—Quick Silver, Sold Gold • **Helmet Grill**—Umbral Umber
Steel—Quick Silver • **Padding and Trim**—Menoth White Highlight, Cygnar Blue Highlight • **Whites**—Morrow White

FORMULA P3™

What You'll Need:

- Armor Wash
- Bloodtracker Brown
- Cold Steel
- Cygbar Blue Base
- Cygnar Blue Highlight
- Exile Blue
- Greatcoat Grey
- Menoth White Highlight
- Morrow White
- Pig Iron
- Quick Silver
- Solid Gold
- Thamar Black
- Turquoise Ink
- Umbral Umber
- Underbelly Blue

Sign & Sigil:

Magic Bullet THEORY

By The Privateer Press Staff • Art by Chippy, Brian Snoddy, Matt Wilson, and Sam Wood

The Amethyst Rose and Arcane Tempest Gun Mage Prestige Classes

In the last half-century, both Cygnar and Llael have put forward systematic attempts to recognize and organize gun mages under their nation's military. The following two prestige classes represent the gun mages of these military orders. While the Order of the Arcane Tempest is now an integral part of the modern Cygnar army, the Loyal Order of the Amethyst Rose has been broken by the fall of Llael to the Khadoran Empire. The Amethyst Rose Gun Mage prestige class presented here represents the order at the time of the invasion and the months that followed. Though they have recruited a few particularly talented rebels as new members since the occupation, only heroic efforts will enable the organization to survive. It seems more likely they will choose to go out in a literal blaze of glory.

"With this 'jack, I thee wed..." Chris and Micki Kornfeld show off their respective factions' warjacks—immediately after their wedding ceremony at the courthouse! Congratulations you two, and here's to hoping that warjacks are recognized as legal witnesses!

BEAST 'TOWN ABOUT

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

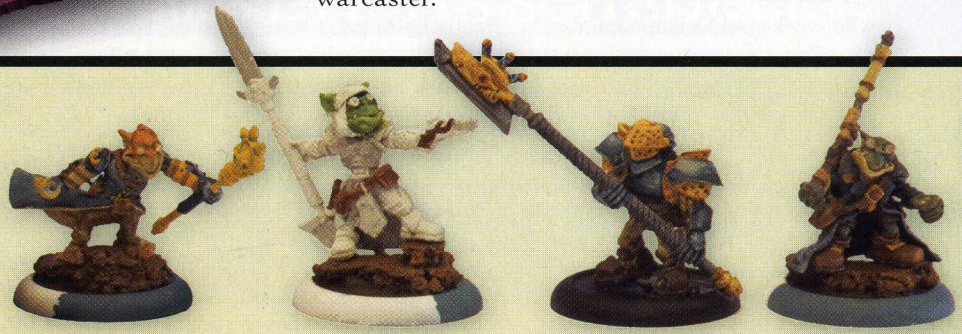
This Angelius was bought, assembled, painted, and shot entirely AT Origins 2007. For more about the couple that submitted this, see above.

IN THE WORKS

Have gimendous wrench, will travel. Captain Arlan Strangeways, Arcane Mechanik is in development and comes out this May! Oh, and he's a solo, folks, *not* a warcaster.

CORRECTION:

We inadvertently credited these fine conversions from NQ 15 to Ben Leong instead of to Aaron Boggs. Sorry about that, and keep those conversions coming!



OOPS!

Amethyst Rose Gun Mage (Argm)

"With our country betrayed by our leader and our order broken by his policies, we were all but powerless to stop the red tide invading our beloved Llael. Many of us fell in the first days of the war fulfilling our oaths to defend the throne, even if it has stood empty for so long. More than half our order died. Died with honor. After the invasion, those of us cursed to live scattered, and each man sought his own way to fulfill his oath to the Golden Crown and Stars as honor dictates. Some seek an heir to the throne, if one still exists. Others, like me, find it enough to strike out of the darkness at the invaders until there is an accounting for what they have done."

– Conor d'Wyllowmet (male Ryn Gmg 6, Argm 3)

Celebrated gunmen of the Llaelese army and sworn agents of the crown, the members of the Loyal Order of the Amethyst Rose were born leaders and master arcane duelists. This once-glorious order lies in tatters after the conquest of Llael. With its leaders mostly dead, its few surviving members operate alone or in small groups to fulfill their duty and oath to the Golden Crown and Stars as honor dictates.

Most members of the Order of the Amethyst Rose strike the Khadoran occupiers from the shadows as saboteurs and rally the meager forces of the Llaelese Resistance cells still fighting inside their fallen nation. A few members not present at the time of the invasion continue their mission to track down any clues regarding the heir to the Llaelese throne. The order's leadership hoped such an heir would strengthen and renew Llael. Now the survivors hope he or she will restore their nation.

Amethyst Rose Gun Mages in the Iron Kingdoms

The Order of the Amethyst Rose began as a collection of patriotic noble duelists with a born affinity for sorcery and firearms. They fancied themselves the supreme duelists in all the Iron Kingdoms and would quickly employ their pistols to prove that claim to any challenger.

When the order formally organized, they chose a species of rose unique to Llael and grown only in the Royal Gardens to represent their noble blood and deep patriotism. Sworn to protect the crown, the order became a school for gun mages who would serve as personal agents of the king both at home and abroad. Most of the founders came from the nobility, but in later years the order expanded to serve as officers in the Llaelese army and soon included qualified members from all parts of society. Induction into the order ranked just short of a knighthood in the honor it bestowed. Like all Llaelese institutions, the order suffered from the duplicities of Rynish politics as its various noble members vied for favor at court. Though always loyal to the crown, the political influence of several members, and of the order itself, often engendered resentment from nobles of the court.

Unlike the disciplined sorceries of the Cygnaran Army's Order of the Arcane Tempest, the Amethyst Rose encouraged each member to develop his or her unique arcane talents. This resulted in the order's members possessing greatly varying abilities built around a narrow core of shared skills. Though the hysteria over sorcery never reached the levels found in Cygnar under Vinter Raelthorn, early Llaelese gun mages often found ways to turn their magic inward to improve their ability as gunfighters rather than hurling this power outward as overt spells. The order continued this early trend, and its members became exemplary duelists with arcane-enhanced skill rather than overt displays of raw power.

After the vacancy of the throne, the order's mission changed from agents of the Crown to seekers and sponsor of heirs, which brought the order into danger. Some, like Archduke Glabryn, resented the political power the Amethyst Rose had gathered and did not wish to see them become kingmakers. As a result, the order found its efforts stymied at every turn, the heirs and their protectors assassinated, and finally the Prime Minister dominating Llaelese politics.

After Prime Minister Archduke Deyar Glabryn rose to power, veteran members began covertly directing the search for a surviving heir to the throne. Dressed all in the black of mourning for the last king, the members of the order publicly renewed their vow to serve the crown and Llael. Secretly, junior members went abroad to follow every rumor and clue about a viable heir. This effort, if successful, might have changed history but it came too late.

The betrayal of Llael by Prime Minister Archduke Deyar Glabryn had a devastating effect on the Amethyst Rose. In the years preceding the invasion, the Prime Minister's policies slowly strangled the order's funding while he attacked them as an antiquated institution long past its usefulness, guarding an empty throne. When the Khadorans attacked, the order's already slim numbers and resources evaporated within days. Today the exact membership remains unknown and no cohesive organization exists. Each gun mage takes it as a personal matter to continue their traditions and seek apprentices worthy of learning their techniques. The individualistic nature of the members serves them well and makes tracking them down difficult for their enemies even as it also makes coordinated action a challenge.

Amethyst Rose Gun Mage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Ability	Spells per Day
1	+1	+0	+2	+0	Gun Mage Ability, Greater Bond	+1 level of existing class
2	+2	+0	+3	+0	Focused Channeling +2	+1 level of existing class
3	+3	+1	+3	+1	Greater Bond	+1 level of existing class
4	+4	+1	+4	+1	Focused Channeling +4	+1 level of existing class
5	+5	+1	+4	+1	Greater Bond	+1 level of existing class
6	+6	+2	+5	+2	Focused Channeling +6	+1 level of existing class
7	+7	+2	+5	+2	Greater Bond	+1 level of existing class
8	+8	+2	+6	+2	Focused Channeling +8	+1 level of existing class
9	+9	+3	+6	+3	Greater Bond	+1 level of existing class
10	+10	+3	+7	+3	Hail of Fire Focused Channeling +10	+1 level of existing class

Notable Figures

Heremon Lynch Anthys (male Ryn Gmg 6, Argm 8, Clr 3)

A highly respected former instructor for the Order of the Amethyst Rose and a consummate duelist, Heremon arose from old stock and exemplified Rynnish nobility. In Llael, however, the schemes of others can often lay low even the most just man. The devious manipulations of a fellow noble led to Heremon's tragic fall by seducing his fiancée and provoking Heremon to a duel. Unknown to Heremon, his foe had engaged the dark powers of Thamar. As a result of this malign sorcery, Heremon accidentally slew his beloved during the duel. Shamed and unaware of the spell, Heremon rejected his life as a gun mage and entered the priesthood. Years later, the Thamarite's true nature and schemes came to light. Heremon took up his guns again and swore vengeance against the man who had wronged him and escaped south.

Known as one of the greatest occult hunters in the Iron Kingdoms, Heremon has traveled through Llael, Cygnar, and Ord for over a decade. Some say the ghost of his beloved still haunts him and sets him on the path to his foes. Heremon sometimes works with the Order of Illumination as an adjacent, but most often hunts alone. Despite the good he has done, Heremon remains a haunted man with a single purpose: to find the man who ruined his life and give rest to the ghost of his beloved.

Requirements

To qualify to become an Amethyst Rose gun mage, a character must fulfill all of the following criteria.

Race: Human (any)

Skills: Craft (small arms) 7 ranks, Knowledge (Llaelese History) 2

Feats: Quick Draw, Weapon Focus (pistol)

Spells: Must be able to cast 2nd-level arcane spells.

Special: Must have the Arcane Focus, Bond with Magelock Pistol, and Cast Rune Bullet abilities. Must be inducted into Order of the Amethyst Rose by an existing member of the Order after showing the requisite patriotism to Llael and swearing an oath to the Golden Crown and Stars.

Class Skills

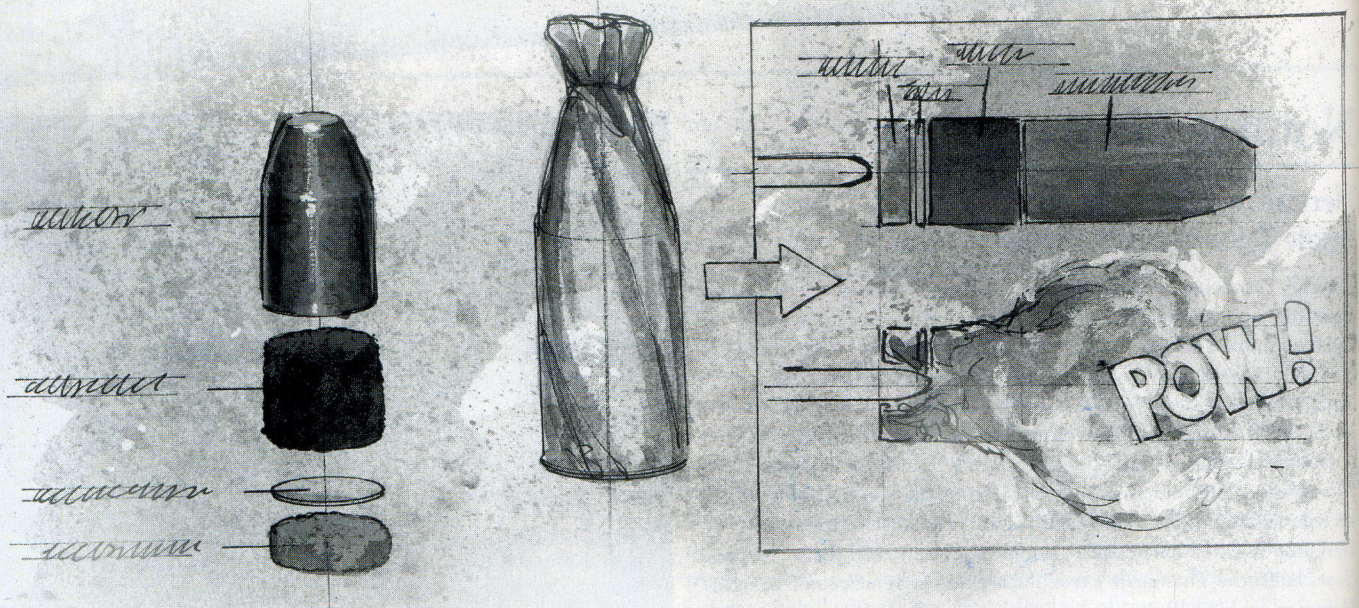
The Amethyst Rose gun mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Craft (small arms) (Int), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Spot (Wis).

Skill points at each level: 2 + Int modifier

Hit Die

d6

Arcane Tempest Gun Mages emphasize magic over gunplay



Weapon and Armor Proficiency

Amethyst Rose gun mages gain no proficiency with any weapon or armor. An Amethyst Rose gun mage can cast gun mage spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, an Amethyst Rose gun mage wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass Amethyst Rose gun mage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Focused Channeling

At 2nd level, an Amethyst Rose gun mage gains the Focused Channeling feat (see callout, p. 65) for free. If the character already has Focused Channeling he may choose another feat from the list of gun mage bonus feats. Furthermore, every two levels thereafter (4th, 6th, 8th, and 10th) the bonus increases by two (to a maximum of +10 at 10th level). This bonus does not apply to channeling spells into rune bullets in other pistols.

Spells

Spells per Day

When a character gains an Amethyst Rose gun mage level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an Amethyst Rose gun mage, he must use his gun mage class when he adds a new level for purposes of determining spells per day.

Gun Mage Ability

An Amethyst Rose gun mage is capable of bonding with magelock pistols just like a gun mage. When a character gains an Amethyst Rose gun mage level, the character gains the same benefits and special abilities of wielding a magelock pistol as if he had also gained a level in gun mage (*IKCG, pgs.* 109-110).

Greater Bond

The Amethyst Rose gun mage also gains several additional bonded magelock pistol special abilities (*IKCG*, p. 109), allowing him to perform feats of amazing gunmanship through the use of his innate sorcery.

When armed or wielding a bonded magelock pistol, an Amethyst Rose gun mage may channel spell energy into a special effect. Each ability costs one spell slot. You may not sacrifice multiple spell slots for a single ability, and you cannot perform more than one Greater Bond ability in a round.

Starting at 1st level and every other level, an Amethyst Rose gun mage may choose one of the following abilities:

Arcane Accuracy

You have deadly accurate aim and can land a shot even if you see only the hint of a foe. You may reduce cover and soft cover bonuses by two points per spell level of the slot spent (cantrips are worth 1 point). You cannot use this ability against an opponent that has full cover for you if that cover blocks your line of sight to him.

Arcane Piercing

You have an uncanny knack for finding a foe's weak spot or using your arcane ability to make one. Your shot reduces your foe's damage reduction by -2 points per spell level of the slot spent (cantrips reduce damage reduction by 1 point). You cannot reduce the damage reduction below 0.

Defensive Shooting

Once per round, when you or someone within 30 feet of you would normally be hit with a thrown ranged weapon, bolt or arrow (but not a bullet, cannon shell, etc.), you may deflect it by spending one spell slot and firing your gun so that the target takes no damage from the attack. You must be carrying your magelock and it must be loaded. You must be aware of the attack, have line of sight, and you may not use this ability if you are flat footed. The defensive shot does not count as an action. Massive ranged weapons and ranged attacks generated by spell effect cannot be deflected.

Enhanced Loading

When loading your magelock pistol, you may sacrifice one spell slot to speed your loading time. This reduces the speed of loading a single barrel pistol from one standard action to a move action. You may not speed load time faster than a single move action.

Split Shot

You can cause your bullet to split as it leaves the barrel of your pistol to strike two opponents at once. Spend a spell slot to make one extra attack when firing your magelock pistol. The targets must be within 5 feet per level of the spell slot sacrificed (cantrips only allow targets to be hit if they are in adjacent squares). Make the extra attack with your highest base attack bonus. You must choose which attack benefits from any channeled spell energy. This ability can not be used to deliver touch spells. Each attack does normal damage.

Hail of Fire

At 10th level, as a full round action the Amethyst Rose gun mage may fire his full number of attacks at his full base attack bonus. This ability does not generate ammunition and a loaded pistol is required for each attack.

New Feats

The following feats are reprinted from No Quarter Magazine #6 (pg.15).

Focused Channeling

You can evoke more damage when channeling spell energy into your rune bullets.

Prerequisite: Cast Rune Bullet ability.
Benefit: When you channel spells into your rune bullets, you do an additional 2 points of damage.
Special: This feat may be taken as a gun mage bonus feat. You may not take this feat multiple times.

Gun Sorcery

You deal extra damage when casting ray spells from your magelock pistol.

Prerequisite: Weapon Focus (ray), Gun Mage level 1st
Benefit: You gain +2 damage to ray spells that cause damage when they are channeled though your magelock pistol.
Special: May be taken as a gun mage's bonus feat.

Quickened Channeling

You have learned to imbue rune bullets with spells more quickly than is normally possible.

Prerequisite: Cast Rune Bullet ability.
Benefit: You may cast a touch or ranged touch spell into a rune bullet and fire your bonded magelock pistol as part of a single standard action.
Normal: You must take two standard actions—one to cast the spell, and the other to attack—when channeling a touch or ranged touch spell into a rune bullet.
Special: You may do this a number of times per day equal to 1 + your Charisma bonus. This feat may be taken as a gun mage's bonus feat.

Arcane Tempest Gun Mage (Atgm)

"I grew up south o' Bainsmarket, along with all the other boys destined to plow fields like their pa's before them. Many a day we played at being a Trencher or Sword Knight, of wearing the blue or gray like the soldiers of Fort Falk that came on parade day, but I never dreamt that it would be so. Little did I know the army wanted what my family had long tried to keep hid. What my ma called the family curse the Academy calls a talent. When I first touched a magelock, it felt like a living thing. Now I've passed my tests, seen combat, and sworn my oaths. I'm ready to serve Cygnar till Morrow calls and, if he'll let me, a good deal longer."

— A recent graduate, Militant Order of the Arcane Tempest before his deployment to the northern front.

The Militant Order of the Arcane Tempest has trained gun mages to harness their sorcery on the battlefield for over two decades. The order's origins lie in a time when men feared and hunted gun mages as rogue sorcerers. By giving these gun sorcerers a place in the military and providing a way to focus their sorcery in a patriotic fashion, the Tempest Academy has allowed gun mages wearing the Cygnus to win the respect of many Cygnaran citizens and the fear of their enemies.

While gun mages have long histories of service to various Iron Kingdoms' militaries, the Militant Order of the Arcane Tempest and Arcane Tempest gun mages as a military unit are relatively new to the battlefield.

Today's gun mages credit powerful sorcerers like the warcaster Colonel Cathmore as one of the first of their kind to play a decisive role on the battlefield, but many gun mages' contributions of the past remain lost to history. Not until the creation of the Brotherhood of the Tempest, a loose affiliation of gunmen and arcane enthusiasts, did the power of the gun mage begin to take shape into what would later become a potent military art. Today the Tempest Academy teaches this art to Cygnar's gun mages.

A branch of the Strategic Academy devoted to the transforming of young sorcerers into competent, disciplined, and patriotic gun mages, the Tempest Academy began operation in the early 580's when the members of the Brotherhood of the Tempest created the organization to shield potential gun sorcerers from the eyes of King Vinter IV's Inquisition. For nine long years, the Academy grew slowly. Most of its resources coming from contributions of the Brotherhood as the king was loath to fund what he saw as a waste of resources. By the time the Scharde Invasions ended, Vinter's Inquisition had reached full stride. It no longer simply ferreted out political enemies of the king, but it brought fear and persecution of witches to a national scale. Rather than driving sorcerers, including gun mages, from the land as intended, the Inquisition helped double the Tempest Academy's rolls seemingly over night. The Tempest Academy served as one of the few refuges for a gun mage to avoid charges of witchcraft, and as a result many enlisted—more than anyone had ever suspected existed. The Academy opened to all patriotic citizens who showed sorcerous talent with firearms, though certainly the Academy took a more liberal view of these criteria than the narrow definition practiced by the Inquisition.

Only after the coup by Leto Raelthorne did the Tempest Academy see real military application. The new king saw opportunity where his brother had seen treachery and took steps to make the gun mages of the Militant Order of the Arcane Tempest an integral part of the modern Cygnaran military.

Today, small, highly disciplined teams of gun-slinging sorcerers and their magelock pistols provide unique arcane support to the armies of Cygnar by serving as both arcane artillery and arcane troubleshooters often able to deal with any nearly difficulty through their sorcery.

Entry into the Tempest Academy remains open to all sorcerers whose arcane talents show a promising affinity with pistols. While some of these gun mages arise from the military, not infrequently the Academy recruits those born with this talent from the populace at large, as long as they show the requisite patriotism. Entry to the Tempest Academy is only the beginning of the long and difficult journey to become an Arcane Tempest gun mage. Those inducted into the Academy under go months of training to bend their raw arcane powers into a weapon and learn to wield it in concert with others of their kind. Only those who survive these trials and take up the magelock pistol can carry the name of the Arcane Tempest.

Arcane Tempest Gun Mage

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Ability	Spells per Day
1	+0	+0	+2	+2	Bonus Spell, Arcane Precision Gun Mage Ability, Shared Runes, Spells	+1 level of existing class
2	+1	+0	+3	+3	Imbued Runes	+1 level of existing class
3	+2	+1	+3	+3	Bonus Spell	+1 level of existing class
4	+3	+1	+4	+4	Flash Fire	+1 level of existing class
5	+3	+1	+4	+4	Bonus Spell	+1 level of existing class
6	+4	+2	+5	+5	Arcane Trigger	+1 level of existing class
7	+5	+2	+5	+5	Bonus Spell	+1 level of existing class
8	+6	+2	+6	+6	Ricochet	+1 level of existing class
9	+6	+3	+6	+6	Bonus Spell	+1 level of existing class
10	+7	+3	+7	+7	Penetrating Sight	+1 level of existing class

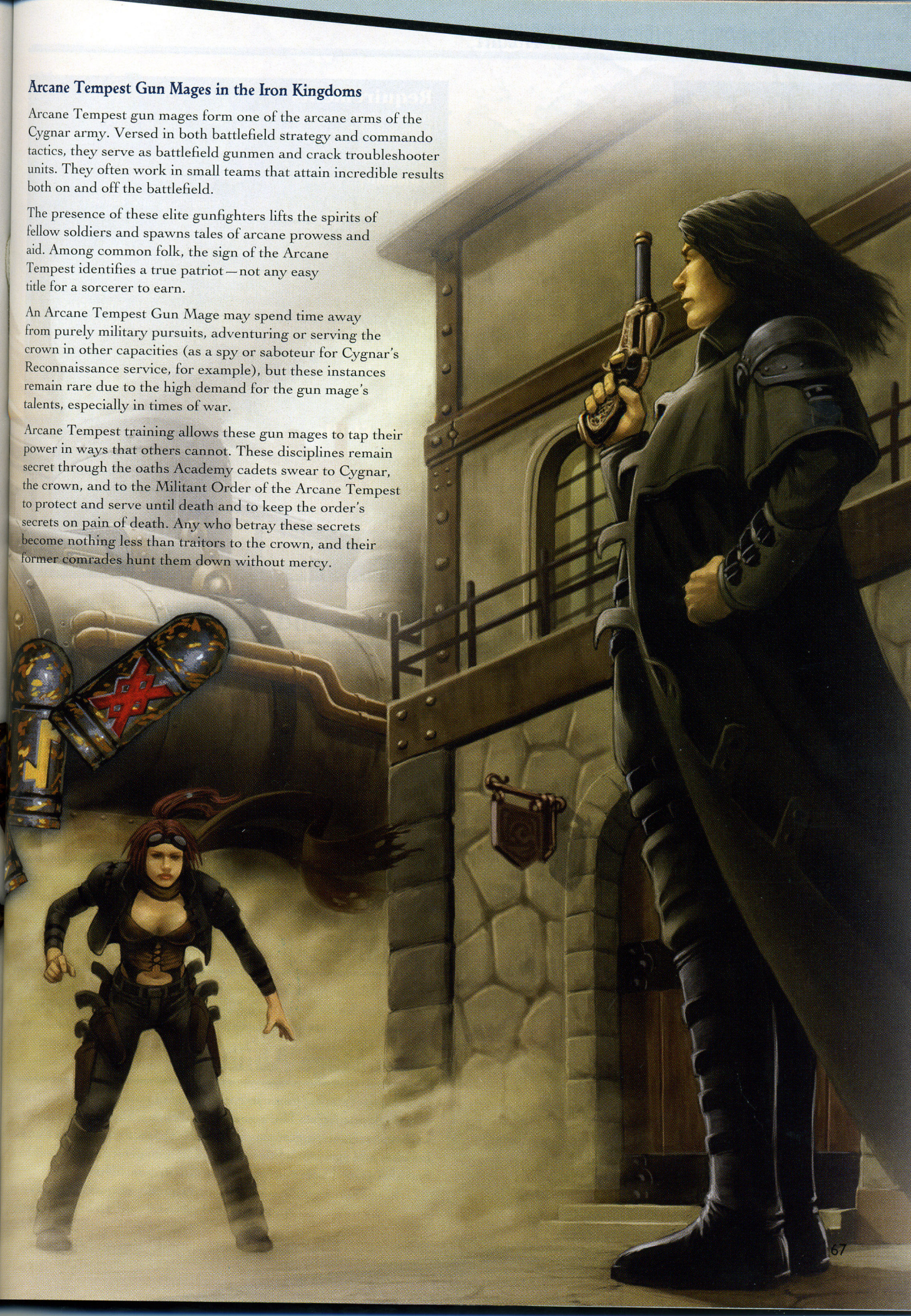
Arcane Tempest Gun Mages in the Iron Kingdoms

Arcane Tempest gun mages form one of the arcane arms of the Cygnar army. Versed in both battlefield strategy and commando tactics, they serve as battlefield gunmen and crack troubleshooter units. They often work in small teams that attain incredible results both on and off the battlefield.

The presence of these elite gunfighters lifts the spirits of fellow soldiers and spawns tales of arcane prowess and aid. Among common folk, the sign of the Arcane Tempest identifies a true patriot—not any easy title for a sorcerer to earn.

An Arcane Tempest Gun Mage may spend time away from purely military pursuits, adventuring or serving the crown in other capacities (as a spy or saboteur for Cygnar's Reconnaissance service, for example), but these instances remain rare due to the high demand for the gun mage's talents, especially in times of war.

Arcane Tempest training allows these gun mages to tap their power in ways that others cannot. These disciplines remain secret through the oaths Academy cadets swear to Cygnar, the crown, and to the Militant Order of the Arcane Tempest to protect and serve until death and to keep the order's secrets on pain of death. Any who betray these secrets become nothing less than traitors to the crown, and their former comrades hunt them down without mercy.



Notable Units

While the gun mage and warcaster Allister Caine—whose swaggering style has earned as many enemies as admirers—remains perhaps the most well known Tempest Academy graduate in Cygnaran service, most officers and Academy instructors hope other gun mages do not imitate his cocksure and irreverent style. Still, those of a more pragmatic nature have come to trust Caine to get results, and they know that rank stripes do not always reflect patriotism. Caine's unique arcane abilities, moreover, and his status as a warcaster set him apart from his fellow soldiers in the Militant Order.

The Black 13th serve as a better example of exemplary gun mages in their training, experience, power, and teamwork. A crack team of magical troubleshooters and consummate gunslingers, the members of the Black 13th combine their individual talents and diverse abilities to easily overcome any number of difficult problems. The number of gun mages included in this group has waxed and waned over the years, but has never been more than a dozen or less than three.

Requirements

To quality to become an Arcane Tempest Gun Mage, a character must fulfill all the following criteria.

Race: Human

Nationality: Cygnaran

Skills: Craft (small arms) 7 ranks, Knowledge (Cygnaran History) 2

Feats: Quickened Channeling*

Spells: Must be able to cast 2nd-level arcane spells.

Special: Must have the Arcane Focus, Bond with Magelock Pistol, and Cast Rune Bullet ability. Must be a member of the Cygnaran military, be accepted into Tempest Academy, then inducted into the Militant Order by completing all training. Must show the requisite patriotism to Cygnar and successfully bond with at least one magelock pistol.

*See New Feats, p. 65.

All of the following are features of the Arcane Tempest gun mage prestige class.

Class Skills

The Arcane Tempest gun mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Craft (small arms) (Int), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), Spot (Wis).

Skill points at each level: 2 + Int modifier

Hit Die

d6

Weapon and Armor Proficiency

Arcane Tempest gun mages gain no proficiency with any weapon or armor. An Arcane Tempest gun mage can cast gun mage spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, an Arcane Tempest gun mage wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass Arcane Tempest gun mage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Arcane Precision

When using a bonded magelock pistol the Arcane Tempest gun mage may use his Charisma modifier instead of his Dexterity modifier on attack rolls.

Bonus Spell

At 1st level, the Arcane Tempest gun mage learns one additional spell of any level up to highest level known. An Arcane Tempest gun mage learns an additional spell at 3rd, 5th, 7th, and 9th level.

Gun Mage Ability

An Arcane Tempest gun mage is capable of bonding with magelock pistols just like a gun mage. When a character gains an Arcane Tempest gun mage level, the character gains the same benefits and special abilities of wielding a magelock pistol as if he had also gained a level in gun mage (*IKCG, pgs. 109-110*).

Shared Runes

Members of the Academy learn to harmonize their ability to cast rune bullets with their fellow members so that they may share rune bullets with their fellow gun mages. Normally a gun mage uses runes unique to him that another gun mange cannot employ. An Arcane Tempest gun mage may use any rune bullet by created by another Arcane Tempest gun mage.

Imbued Runes

At 2nd level, an Arcane Tempest gun mage gains the ability to place a spell with a cone, cylinder, line or sphere area of effect upon a rune bullet fired from his magelock. When the bullet is fired, the spell's area is centered on the square where the bullet hits, even if the spell could normally be centered only on the caster. This ability allows the gun mage to use his magelock's range rather than the spell's range. It takes a single standard action to cast the spell and fire the rune bullet. Unlike touch and ranged touch spells, the imbued rune bullet must be fired in the round the spell is cast or the spell is wasted. If the shot misses, the spell fizzles.

Flash Fire

At 4th level, an Arcane Tempest gun mage gains the ability to fire a rune bullet at any target in his range. This attack ignores concealment and cover, but not total concealment. The gun mage must be able to see his target but does not need line of effect, and the bullet can pass through any non-magical obstacle in its way until it reaches its target. An Arcane Tempest gun mage may use this ability a number of times up to his Charisma bonus per day.

Arcane Trigger

At 6th level an Arcane Tempest gun mage gains the ability to fire his bonded magelock pistol even if he is not wielding it (but a least 30 feet away). An Arcane Tempest gun mage may use this ability a number of times up to his Charisma bonus per day.

Ricochet

At 8th ability the gun mage gains the ability to make a second attack against a nearby target after hitting his first target. A number of times equal to his Charisma bonus per day the gun mage may choose to make a second attack against a target within 10 feet of the first target. Each attack does normal damage, but only the first target is affected by any channeled spell energy or spells attached to a rune bullet.

Penetrating Sight

At 10th level, the Arcane Tempest gun mage gains the ability to, as a free action, see even in total darkness and magical darkness, to see *invisible* creatures or objects normally, to see the exact locations of creatures or objects under *blur* or *displacement* effects, and to see into and through solid matter when using his bonded magelock pistol's sighting link ability. Penetrating sight can penetrate one foot of stone, one inch of common metal, or up to three feet of wood or dirt. Thicker substances or a thin sheet of lead blocks this ability. An Arcane Tempest gun mage may use this ability a number of times up to twice his Charisma bonus per day.

Spells

Spells per Day

When an Arcane Tempest gun mage level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before joining the Arcane Tempest, he must use his gun mage class when he adds a new level for purposes of determining spells per day.

New Spell

The following spell was previously printed in No Quarter #6.

Gun Craft

Transmutation

Level: Gun Mage 0

Component: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

This spell was created by the Militant Order to assist gun mages in assembling ammunition in the field. Casting this spell allows you to clean, dissemble, and reassemble a single firearm. It also allows the caster to assemble firearm ammunition charges from the normal ingredients (silk or paper, bullet, blasting powder) as if they had a Gunner's Kit (*IKCG*, pg. 199). Assembly still requires a skill check to complete, but this spell provides a +5 intuition bonus to this check.

Disciplined Sorcery

At 1st level and every three Arcane Tempest gun mage levels after that (3rd, 6th, 9th), an Arcane Tempest can choose to learn a new spell in place of one he already knows. In effect, the Arcane Tempest "loses" the old spell in exchange, which must be at least one level lower than the highest-level gun mage spell the Arcane Tempest gun mage can cast. An Arcane Tempest gun mage may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Gun Craft

At 1st level, an Arcane Tempest gun mage learns *gun craft*, a new spell taught to all gun mages accepted into the Militant Order of the Arcane Tempest (see New Spells callout). If the Arcane Tempest gun mage already knows this spell he does not gain an additional spell to replace it, but he may choose to swap a known spell for a new one using disciplined sorcery (above).

This article takes a closer look into the way gobbers and bogrin fit into Five Fingers, the Port of Deceit. It details several gobber-run businesses and personalities as well as providing some direction on their general disposition and place in the city.

Secrets of Five Fingers: GOBBERS & BOGRIN

*By **Andrew Linstrom** • Art by **Brian Snoddy***

Need it fixed? Just ask a gobber.

Before the arrival of the Orgoth and the leveling of the Fingers, a handful of bogrin tribes inhabited the crags and crevices of the rocky spires. These creatures preyed on local wildlife and human settlements and took part in the Devourer worship that occurred on the spires' peaks. The Orgoth drove the bogrin first into the surrounding wilderness and then even farther out as the invaders answered reports of bogrin banditry with brutal slaughter. The Orgoth did not discriminate between gobbers and bogrin and massacred peaceful gobber fishing villages on the river as part of the lesson, leaving the region goblin-free until after the Scourge.

After the departure of the Orgoth and the depopulation of the region around Five Fingers, it took a long time for humans to resettle the area in sizable numbers and longer still for gobbers to move in past the ruins of their former villages. The gobbers did not live among the humans at first, particularly since bogrin had moved back in before the humans and made themselves a major nuisance (or minor threat) to the fledgling town of pirates and smugglers. After tenuous trade in alchemicals and foodstuffs began between the humans and the gobbers, some gobbers moved in to join the building crews and helped to steadily expand the town.

The city's acceptance of gobbers grew from their willingness to take on undesirable jobs and find their own living space. By the time of Bolis' dark ascension, gobbers occupied essentially the same roles in society as they do today, and bogrin had begun to occupy their current place as gobbers' larger, shadier cousins.

Gobbers in Five Fingers Today

By and large, gobbers make their homes in the Rigs. When gobbers first settled in Five Fingers, they reckoned it would help their cause to find housing that did not encroach on their human neighbors. The Rigs began with a few shacks made of overturned dinghies on the roof of an obliging Captain's Isle landlord, and additions in that theme expanded the dwellings. Over the years, what is effectively a smaller city above the city has grown up and out to include buildings hanging off (and under) several of the islands. Even gobbers who work in other districts tend to make their homes in the Rigs over Captain's Isle or another rigged district and commute to work (see page 36, Moving Around In the Rigs, *Five Fingers: Port of Deceit*).

Gobbers who do rest their heads below the rigs usually do so to remain close to their business. Gobber fishermen like to stay close to their boats. Gobbers apprenticed in a human's shop usually have a cot in the corner like a human apprentice. The rare gobber to own his or her own ground level shop usually either lives on the premises or in the rigs directly above.

Gobbers work in a variety of businesses. Their can-do attitude and wide comfort zone enables them to see opportunity where humans may see something distasteful or shameful. Gobbers often take to awkward or unsavory tasks with surprising aplomb. For instance, gobbers seem not to mind the smell of fish as much as humans and so commonly take up fishing and fish mongering. Their mechanical aptitude makes them good candidates for the city's corps of civil engineers, and when a sewage vessel backs up or ruptures somewhere that the city bothers to fix it, the foreman is likely to be the only human on the work crew.

The occasional gobber does turn to a life of crime, sometimes from desperation, sometimes from greed, but most often for the thrill and excitement of living outside the law. Their natural stature, agility, and camouflage make them well suited to larceny. Gobbers who take up thievery must avoid earning a reputation among humans for their acts, as the larger gobber community takes an unfriendly view of those who give the race a bad reputation. Gobbers have a much broader definition of 'personal property' than humans, and do not have the same taboos against 'stealing'. Among themselves, gobbers worry much more about violence than theft. While clumsy or sloppy thieves may invite unwelcome attention from outside the gobber community, gobbers with a predilection for thuggery tend to find themselves shunned or actively hunted by their own people. Adventuring is a popular way for gobbers of a larcenous disposition to leave town and continue putting their skills to use, at least until they have shaken the mud off of their name.

Their rising role in the mechanikal field is the main recognizable common point between the gobbers of Five Fingers and those living in other human cities. Hardly a steamo, mechanik, locksmith, or clockmaker in the city does not have at least one gobber on staff. Thanks to the Steam and Iron Workers Union's racially blind membership policies, gobbers make up a healthy proportion of the city's Union-certified mechanics. Since word travels fast in the rigs, when need arises for mechanikal expertise, qualified gobbers sometimes appear on-site and present their credentials before an official work call even goes out.

Historically, the gobbers of Five Fingers have shown less skill with alchemy than gobbers elsewhere, perhaps begun with the loss of certain traditions to the depredations of the Orgoth and the years of subsistence living, and appear to have lost something of their race's natural grasp on reagents and admixtures. Life in a crowded city also cuts gobbers off from the wild herbs and natural remedies intrinsic to their alchemical heritage. The commensurate slide in quality has led the non-gobbers of the city to view gobber alchemy as second-rate; real solutions come from a reputable human alchemist, but the desperate often seek gobber homebrews as a cheap, chancy fix.

This reality has begun to change, though perceptions have yet to catch up. Many gobbers, typically immigrants from outside communities that retain their race's alchemical skills, now produce work that breaks the local stereotypes. Also, more gobbers have apprenticed to human alchemists and become valued contributors to the trade. Notably, a number of Ryn alchemists, refugees from Llael and former members of the turmoil-locked Order of the Golden Crucible, have recently taken on gobber apprentices.

Gobber-Owned Businesses

Typically, gobber-owned businesses reside either up high or down low. Gobbers operate only a few street-level establishments, all located in modest districts. Most gobber shops are up in the rigs, and their clientele is almost exclusively the gobbers and bogrin who dwell there.

The types of businesses owned by gobbers are typically humble affairs, nothing grander than a fishing boat and its berth or a market stall. Some bigger and more notable establishments exist, though they are few in number.

Present Attitudes and Relationships

Humans can become dangerously jealous of their business if they perceive gobbers encroaching on it, particularly poor and desperate humans like the fishermen on Hospice Island. Gobbers with the look or smell of fishing avoid Crabbeggar Island entirely.

Gobbers fare well compared to other non-humans in the city. Gobbers respect the ogrun and trollkin of the city, seeing in their larger Molgur kindred elements of their own struggle for acceptance among the humans. Likewise, while the ogrun and trollkin of Five Fingers may look down on individual gobbers in a physical sense,

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TEMPLECON 2008

A MULTI-GENRE GAMING CONVENTION WITH A STEAMPUNK THEME

TempleCon 2007 was great for HORDES and WARMACHINE players. Just wait till 2008!

Since its inception in 2006, TempleCon has continued to grow, and this year's "celebration of steam and steel" promises larger crowds and a fantastic experience for Privateer Press fans. TempleCon has moved to the beautiful art deco setting of the Providence Biltmore Hotel in downtown Providence, RI for 2008, and Privateer Press will be there! Privateer Press Guests of Honor include Press Gang Quartermaster Dan Brandt and Kevin Clark, who works in Development and assists in organized play. In addition to the annual WARMACHINE and HORDES championship tournaments, TempleCon 2008 features a WARMACHINE Hardcore Tournament, an "Eternal War" weekend-long event, four special scenario tables, a Grind area open anytime during the convention, demo tables, and the Privateer Press card game Infernal Contraption. Come play with minis gamers from around the world on beautiful custom-built tables!

A gaming convention like no other, TempleCon comprises a multi-genre event with a strong focus on Privateer Press games and an emphasis on the *art* of gaming—the finely-crafted details that make games like WARMACHINE and HORDES stand out above so many others. Most of all, the TempleCon staff is dedicated to making your play experience at this convention both fun and memorable. To that end, they have a "steampunk" theme this year, which will be reflected in the art show and in the convention's costume contest going on throughout the weekend.

Registration for the convention is $16 per day at the door, and $45 for the weekend. This registration cost covers all events for the convention (with the exception of non-Privateer Press draft events). TempleCon has no event tickets!

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The Providence Biltmore
February 1-3, 2008

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Gobber Alchemists' Cabal

Secrecy: Secret (Gather Information DC 20)
Organization: Loose
Enforcement: Lax
Size: Cabal (20); **Location:** The Rigs;
Operations: Agenda (supporting fellow gobber alchemists), Fabrication (alchemy)
Alignment: N
Member Assets: 100 gp (most gobber tradesmen have little more than simple tools, more successful ones like Naj have access to alchemist's labs and reagents)
Membership Requirement: Membership Approval (Craft [Alchemy])
Leaders: Naj of Bowser's Balms, Basalms, and Cordials and Rola of The Crone's Nest.

Notes: No formally organized group of gobber alchemists exists in the city, but Naj and Rola have taken it on themselves to try and foster the return of alchemy to the gobbers of Five Fingers. They keep loose tabs on gobbers who make their living with alchemy and mentor these charges, teaching them what they need to know, guiding them towards business practices good for the city's gobber alchemists individually and as a whole, encouraging them to swap tips and recipes, and to recommend clients to each other.

they recognize and respect the strides and achievements the city's gobber community has made. Every trollkin feels external pressure not to settle outside of the Kithgrav Bourg, and each ogrun chafes against the law prohibiting them from bearing arms as every other sentient in the city has the right to do, but most take heart from the example of the gobbers.

The gobbers' apolitical nature contributes to their assimilation into the culture of Five Fingers. Gobbers remain steadfastly neutral in matters of gang warfare, relations between the kingdoms, religious strife, and courtly intrigue. If a gang demands protection money from a gobber's street-level shop or home, and the demand is reasonable, then the gobber pays; if not, the gobber accepts the extortion as an insurmountable facet of the local environment, pulls up stakes, and relocates to somewhere more hospitable. Gobbers in a human tavern gladly raise their mugs and drink along with a toast to the health of King Baird, or a popular ship captain, or High Captain Riordan, or to the dream of a reunited Thuria, or to nearly any toast if offered in friendly spirits.

Bogrin in Five Fingers today

Like gobbers, most bogrin live in the Rigs. While most gobbers see dwelling in the Rigs to avoid humans and keep out of trouble as a positive choice, bogrin understand that they are absolutely not welcome in proximity to humans.

Bogrin dwelling closer to the ground do so in poorer districts by docks and warehouses and never in primarily residential areas. Their human neighbors, if any, live nearby due to economic necessity or to avoid legal attention.

Many value bogrin, for all their ill temperament and bad reputation, as their inexpensive labor. Physically stronger than their gobber kin, people often employ bogrin on jobs where their size and agility make them better choices than humans or trollkin. Many bogrin find themselves cleaning chimneys or steam boilers, scrubbing distillery works, or adjusting parts on large machines. They also find work with shipbuilders, but unlike gobbers, who usually do riveting or mechanikal work, bogrin generally undertake more mundane tasks like moving beams, planks, or plating in tight spaces.

The natural inclinations of bogrin make them much more valuable to Five Fingers' criminal empires. The legality of a job does not concern a bogrin; they only weigh the risk of getting caught. Bogrin are very accomplished at escaping to the rigs to give pursuers the slip, so they find almost any criminal risk manageable. A bogrin of strong arm and sharp eye can easily find work with Five Fingers' countless criminal outfits as muscle or a lookout.

Many of the bogrin in Five Fingers work as freelancers, usually setting themselves about criminal activities such as robbery and burglary. Some have proven themselves of real use to the city, such as those who row or pole their own boats as ferries, or the sizable number who work as rat catchers. The legitimate freelancers form a minority, however, and their beneficial work does not even begin to reverse their race's reputation in the city. Worse, it's a commonly held, and mostly correct, belief that most 'honest' bogrin would accept shady employment if approached with a good offer.

Employing bogrin for muscle or other tasks requires only a simple visit to the right establishment, such as the bogrin-owned Dangling Inn of the Rigs over Captain's Isle (*Five Fingers: Port of Deceit*, page 65). Bogrin hirelings may be tempted to switch sides in a battle, especially to throw in with the strongest side, but good pay and pride usually keep them loyal. Expect to pay at least 1 sp per level per day to retain a bogrin hireling, and to pay 1 gp per level on days with combat, as well as additional expenses such as ammunition and alchemicals consumed.

Bogrin-Owned Businesses

As rare as gobber-owned businesses are in Five Fingers, bogrin-owned businesses are even rarer. A handful do exist, such as the Dangling Inn in the Rigs over Captain's Isle *(Five Fingers: Port of Deceit*, page 65). Most don't serve a benign purpose like the Dangling Inn, however. Instead, they provide more dubious services, like Crot's Barge with its illegal alchemicals.

Present Attitudes and Relationships

The humans of Five Fingers barely tolerate bogrin because they provide a cheap labor source. The Five Fingers Watch have a habit of detaining on suspicion any bogrin on the streets who looks to be up to no good, which to the Watch's eyes is any bogrin not visibly occupied with some legitimate task.

The trollkin and ogrun in the city tolerate bogrin to roughly the same degree that humans do, though the trollkin and ogrun, being more physically capable on average, see the bogrin as more of a potential nuisance than a potential threat.

Gobbers in Five Fingers have a unique take on their bogrin neighbors in the city. Humans have begun to consider and judge gobbers separately from bogrin only in recent generations. Gobbers are acutely aware that any struggles for acceptance they have had to endure from the civilized races of western Immoren stem from the savage bogrin and their tendencies toward aggression, brigandry, cruelty, and cannibalism. In the wilds of Caen, bogrin commonly prey on gobbers, sometimes raiding their villages for flesh and valuable goods and other times demanding tribute of favors or treasure. After gobbers had finally earned their place in the city and bogrin began to move in, the first bogrin attempted to throw their weight around with the gobbers and establish themselves at the top of the city's goblin hierarchy. Their attempt failed. The gobbers of the city made messy and humiliating examples of any bogrin with pretensions of superiority.

The understanding between the gobber and bogrin communities today states that bogrin may live as truly to their vicious nature as they wish, unless that nature leads them to preying on gobbers or gobber interests and so long as they do not violate certain prohibitions which would endanger the entire community, such as arson. Both gobbers and bogrin understand very clearly that gobbers outnumber bogrin in Five Fingers by three to one.

Goblin-Run Businesses		
Type	**Establishment (Island/District)**	**Quality**
Arcane Supplies, Alchemy	Bowser's Balms, Basalms, and Cordials (D1)	3
	The Crone's Nest (C8)	2
	Crot's Barge (H2/varies)	1
Entertainment	Wonder Wagon (Bellows)	3
Taverns/Lodging	Dangling Inn (C8)	2

Bowser's Balms, Basalms, and Cordials

While the absent-minded Herman Bowser (male Midlunder Exp 2) owns this shop, his capable "assistant" Naj (male gobber Alc 8) actually runs the show. Naj studied alchemy under human masters in Corvis and Ceryl, and his behind-the-scenes work has propelled Bowser's business from a cut-rate alchemist's shop to prosperity and popularity. Their arrangement allows Naj's alchemy to receive recognition in circles that would never consider a gobber's work.

The Crone's Nest

The elder gobber wise-woman and storyteller Rolamaripogonauman "Rola" (female gobber Clr 4/Exp 3) runs this open-air potion stand out of an oversized crow's nest above the Rigs. Her cauldron behind the counter constantly bubbles and sends up plumes of varicolored fumes from one of the highest points in the city. Rola and her daughter Marirolalagemunuren "Mari" (female gobber Clr2) have appointed themselves the chief caretakers of the shrine called the Mother of the Rigs (*Five Fingers: Port of Deceit*, page 65), which is visible from the shop. Aside from specializing in minor divination potions and curative alchemicals, Rola trains new gobber healers and midwives in classes at the Crone's Nest.

Crot's Barge

Crot (male bogrin Rog 4/Exp 1) and his crew are out-of-town bogrin masquerading as acclimated natives. Their poled barge has a hand-scrawled sign advertising cheap shipping between the islands, but the ever-present stack of crates lashed in a tall mound on the deck actually conceals a sordid den where they concoct anything poisonous, acidic, flammable, sticky, or narcotic that will sell. They pole from dock to dock between the city's shadier districts, hawking their highly illicit items to anyone with the coin. The crew also hire themselves out as smugglers, lookouts, or as security for heists and the like. Not being Five Fingers-savvy, Crot fails to realize that unless he quickly starts paying off the enforcers in the districts where he does business, the Watch will get a tip and come down hard on this floating factory. The barge never moors at the same dock two nights in a row, but it most often ties up under the Hospice Island side of the Wake Bridge.

Wonder Wagon

In the Hundred Smokes District, the mysterious tinker Rork (male gobber ArcMk 2/Bdg 5) owns a mule-pulled wagon that contains a mechanikal extravaganza of entertainment. The wagon unfolds into a miniature stage where clockwork puppets play out whatever story Rork has painstakingly configured them to perform. The wagon's steam engine even powers a small, self-playing pipe organ. Rork shouts out the narration and acts the voice of all the characters. The Wonder Wagon turns an impressive profit every day without rain, though much of the money goes to paying High Captain Hurley's men to keep it locked up safe every night while Rork retires to his home in the Rigs above Captain's Isle. Rork only goes through the trouble of moving the wagon off Bellows Isle during major festivals and holidays, when it has become a popular recurring feature in the Emerald District of Captain's Isle.

Gobber Slang

Spoken Phrase	Gobber Slang Connotation
"Upriver", "Upriverer"	Gobbers from out of town, originally gobbers from Corvis at the other end of the Dragon's Tongue River. Slighty derogatory to mean a "yokel".
"Ives" or "Klivson"	A human intolerant or inconsiderate of gobbers; from High Captain Ives Klivson, who started the Rigs Inferno of 458.
"Kuteshihahu"	Bogrin. From the gobberish word for warrior. Few gobbers in the city consider themselves warriors. Nearly every male bogrin, however, proudly considers himself a warrior no matter his actual profession.
"All sunriseand sunset"	The unpleasant hues an "upriver" gobber's skin turns while violently ill from drinking the local water; by extension, someone of any race who is seriously sick.

Employing Gobber Storytellers

While the gobbers of Five Fingers do not follow the organization of rural tribes, they still respect and care for their elders. If a gobber lives a good life, is well regarded in the community, and reaches about fifty years of age, he or she retires to the station of an elder. Gobber households consider it an honor to support such a distinguished individual; if the elder's own children cannot do so, other families with the means will jump at the chance. The gobbers of Five Fingers pay no more than lip service to their ancestral caste system, but they describe elders as members of the "bruhmeyena taka," the caste of priests and intellectuals, with a touch of reverence regardless of their previous station in life.

A gobber elder primary fills the role of storyteller. The gobbers' rich oral tradition, another holdover of tribal life, includes tales of wisdom and historical significance passed from one generation to the next. Gobbers who reach elder status become repositories of this knowledge by inheriting stories from the previous generation, swapping with other storytellers, and listening to stories from all across the Five Fingers' gobber community. While they write none of it down, wizened old gobbers can recount the saga of Five Fingers better than any of the moldering pages in the Great Thurian Library.

These storytellers possess all manner of facts that others might find interesting, most notably the history and locations of Orgoth ruins, smuggler caches, and similar sites around and under the city.

Legends & Lore: Gobber Storytellers

Common (DC 10): Gobbers born and bred in Five Fingers have a good feel for the city's history and their place in it.

Uncommon (DC 15): Elders of the gobber community are respected and cared for by younger generations, who receive the benefit of their elders' wisdom as passed down in stories.

Rare (DC 20): Gobber elder storytellers know the locations of scores of lost smuggler caches and sites of power around Five Fingers.

Obscure (DC 25): Every mystic society from the Fraternal Order to the Cult of Toruk are racing to find a hidden Orgoth site of power that has recently begun radiating detectable, foul energy. None of them have yet thought to ask a gobber storyteller. If an outside agent were to be the first to successfully make such an inquiry, the resulting information would be of significant value to any of the interested agencies.

RANK & FILE

TROOPER TACTICS IN HORDES

By David 'DC' Carl • Art by Matt Dixon, Karl Richardson, Brian Snoddy, Andrea Uderzo, Eva Widderman, Kieran Yan

It's easy to see the strength in a hulking warbeast pounding a foe into paste or the dangerous beauty in a well-executed cavalry charge. It's equally easy to miss the power inherent in the little guy, the common man, the single-wound combat trooper, and this article explores ways to get the most out of them.

As with most tactical considerations in WARMACHINE or HORDES, certain general principles apply to all single-wound warrior models to different extents. Understanding and applying these principles will lead to greater success on the battlefield.

PRINCIPLE 1. STRENGTH IN NUMBERS

Rank-and-file troopers have a clear advantage over cavalry or heavy, multi-wound units in one important area: point cost. Six Wolves of Orboros cost less than half as many points as six Tharn Ravagers. The Wolves have commensurately less survivability and damage output than their heavier counterparts, but sometimes quantity has a quality all its own.

Numerical superiority underlies all of the common soldiers' strengths and plays into nearly all of their strategies. A single trooper is fairly weak. A field full of them is a threat no one can take lightly.

Keep in mind the average cost per additional combatant when building armies, especially when fielding unit attachments. For example, a minimum unit of Praetorian Swordsmen with an officer and standard bearer brings the average cost to 12 points per model. Including that officer and standard bearer in a full unit, however, puts the cost around only ~10.5 points per combatant. This is not to say that units should *always* be fielded at their maximum size. Plenty of reasons exist to field smaller units. Fielding unit attachments, however, requires paying a significant quantity of points for unit-wide benefits that go much farther with larger unit sizes.

PRINCIPLE 2. SOLDIERS' PERSPECTIVE

Single-wound trooper models have significantly different line of sight considerations than larger-based models, such as cavalry. Cavalry have remarkable benefits in this regard, like Tall in the Saddle, but their large bases mean that enemies can almost always target them. Models like Venators or Blighted Archers are much easier to screen or to even hide altogether.

When rank-and-file units work in concert with heavy units, cavalry, or warbeasts, always keep offensive and defensive line of sight considerations in mind. Small-based troopers can see through one another to shoot at medium- and large-based models, but the reverse is not always true.

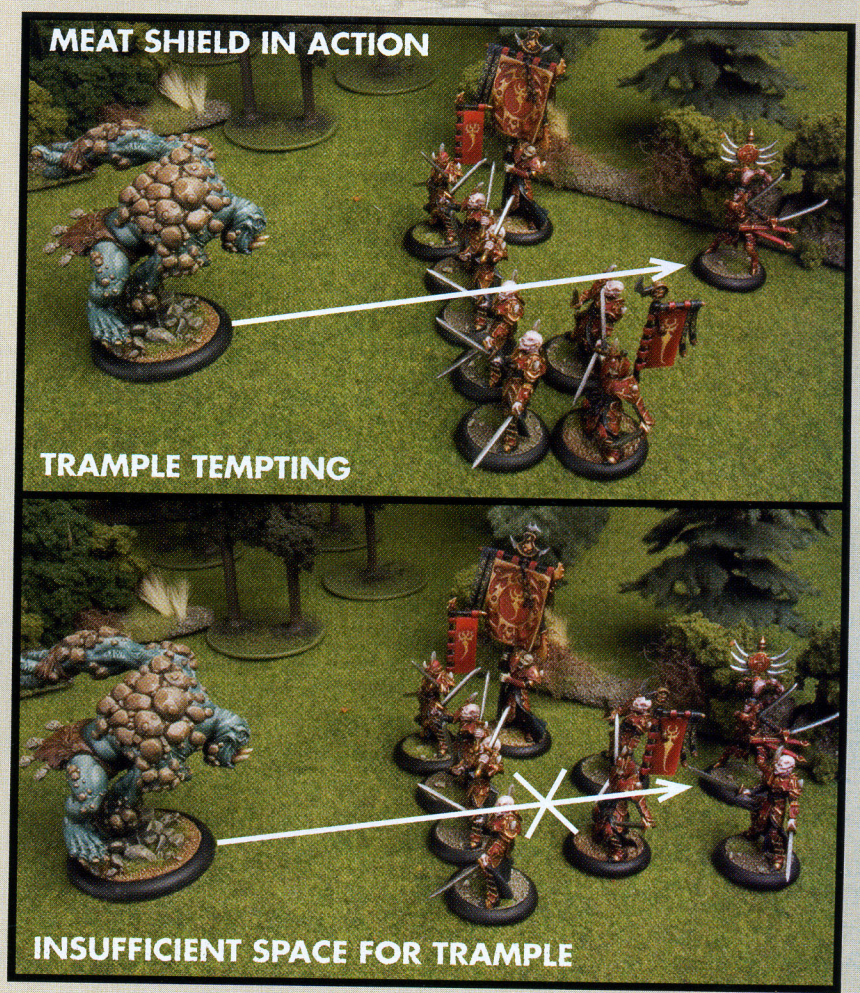
You can largely mitigate the lower overall survivability of rank-and-file models by skillfully using the line of sight rules. Special abilities like Kneel and Hunter increase the options available when taking advantage of a soldiers' perspective, but the core game rules alone allow a canny player to tip the scales in his favor.

PRINCIPLE 3. MEAT SHIELD

Rank-and-file trooper models can make surprisingly effective meat shields, despite their lower survivability compared to other models. A full-on charge from an Enraged Bronzeback Titan can kill all the 8-point Wolves of Orboros the warbeast can reach with no problem. The same titan will kill a 105-point Gnarlhorn Satyr with average die rolls. You do the math.

The key to a successful meat shield lies in understanding the opposing threats and positioning friendly forces to minimize the carnage. A few screening Wolves of Orboros can protect a valuable heavy warbeast from an Enraged Bronzeback. On the flipside, that warbeast can handle the attacks of charging Praetorian Swordsmen far more easily than the Wolves. Flexible positioning that shifts to deal with opposing threats is arguably the most important element in winning a war of attrition.

While a powerful tool, anyone employing a meat shield in this manner must pay special attention to the trample power attack. When facing opposing meat shields, look for angles and distances to trample intervening troops and get at the important targets behind the lines. When using a meat shield, move to block trample lanes – enemies cannot trample if there is no room for their base.



COMBINED ATTACKS

Though not exclusive to rank-and-file units, combined melee attack (CMA) and combined ranged attack (CRA) appear most commonly among these models and constitute powerful tools for grunt troopers to reliably hit and damage their targets. Getting the most out of combined attacks requires understanding when to use the ability, how to position the attackers, and how to assemble the attacking groups.

Combined attacks function best against models with high DEF or high ARM; you do not need a big CMA or CRA when models need fairly low rolls to hit and kill. The importance of destroying the target to your overall plan, the board position, and the number of models available for combined attacks may dictate otherwise, but a good rule of thumb is to combine attacks until you need to roll a 7 to hit a high-DEF target or a 7 to kill a high-ARM target.

Finally, keep efficiency in mind. The first model to join a combined attack provides +2 to the attack and damage rolls while subsequent models only provide +1. This fundamental part of the game mechanics means that smaller combined groups have greater intrinsic efficiency than larger groups. Keep CMA or CRA groups only as large as necessary to yield results and take advantage of these numbers.

When positioning models for a combined attack, remember that—barring special rules—models cannot make melee attacks over other models' bases or any attacks without line of sight. Stagger the models to ensure that clear lines can be drawn from the center of the attackers' bases to the base of their target.

PRINCIPLE 4. CRAMPING THEIR STYLE

Many models require a bit of breathing room to reach their greatest potential. Typically, cavalry models perform best on the charge. Models with spears and polearms gain a variety of benefits from charging. Ranged attackers cannot use their ranged weapons while engaged. Plentiful trooper models can cramp the style of opposing models by denying them powerful abilities or even preventing them from effectively attacking at all.

Using one's troops in this fashion often seems counterintuitive. Running a unit of Kriel Warriors to engage Blighted Archers means the Kriel Warriors cannot attack and several of them may die before they ever get a chance to do so. On the other hand, it also means that the Archers must use weapons with lower power and fewer abilities, allowing the Trollblood player to trade short-term losses for long-term gains.

Cramping an opponent's style is a tactic with far-reaching implications, some less obvious than others. Consider, for example, a unit of Blighted Swordsmen facing off against a unit of Tharn Wolf Riders. Running into a position too close to allow a cavalry charge denies the Tharn a +2 bonus on charge attacks. Assuming a formation so tight the Wolf Riders cannot move past the Swordsmen and engage them in the rear arc similarly denies the Tharn their +2 bonus on attack rolls from Back Shot. With careful positioning, the Everblight player can force his opponent to try for 9s on 2d6 rather than only needing 7s.

PRINCIPLE 5. BARGAIN BONUSES

The rank and file's most powerful tool lies in access to unit-affecting spells and abilities. As noted in Strength in Numbers, such bonuses become cheaper and cheaper on a per-model basis as the unit size increases. The Guided Hand spell cast on a unit of Kriel Warriors 13 trooper strong has the same fury cost as Guided Hand cast on a 3-man unit of Long Riders or on a single Troll Axer.

Unit-affecting spells and abilities allow players to make the most out of rank-and-file troopers, so always seek to get the maximum mileage from each ability used or each fury point spent. A couple additional points of MAT or STR here and there very quickly add up when applied on a unit basis. Sure, Draconic Blessing makes a Carnivean one horrifying beast, but spreading the STR bonus and the ability to force command checks over 10 Blighted Swordsmen often works out better in the long run.

Though it may seem fairly obvious, the type of bonus granted matters as much (if not more) than affecting lots of models. Kriel Warriors have acceptable survivability and power, so they benefit more from bonuses to hit their target. Blighted Swordsmen have reliable attacks and never flee, but really benefit from effects that increase their survivability. Knowing a unit's weaknesses as well as its strengths can make all the difference when doling out bonuses to an army.

TROLLBLOODS

The Trollblood single-wound, combat options include the Kriel Warriors, Trollkin Scattergunners, Pyg Bushwhackers, and Pyg Burrowers. Unlike other factions, half of these units use medium bases, which makes the Soldiers' Perspective principle function differently for trollkin than similar rank-and-file models. This distinction acts as a blessing or a curse depending on whether you want to use these soldiers for screening or to screen them instead. Another important general note concerns the immense depth Trollbloods have with regard to bonuses. Beyond common bonuses from spells, feats, and unit abilities, they also benefit from Fell Calls, Storytelling, Protective Aura, and more. A single Trollblood rank-and-file unit can claim a dizzying array of unit-affecting bonuses allowing for additional movement, accuracy, attacks, damage output, fearlessness, and survivability.

Kriel Warriors are the premium HORDES unit when it comes to Strength in Numbers and Bargain Bonuses. Not only can their units contain up to 13 models, but their additional troopers work out as the cheapest combat troops in the game. Their cost, Tough rule, easy access to Fearless, and immunity to Trample attacks make them exceptional at Meat Shield tactics. The Kriel Warriors' only real weakness lies in their reliance on unit bonuses in order to hit and damage their targets. They do not simply *benefit* from these bonuses, they *need* them.

Trollkin Scattergunners are a fairly unique rank-and-file unit in that they have an accurate Spray attack and no tendency to explode. POW 12 sprays are nothing new, but accuracy and reliability in a POW 12 spray is far from common. A Fell Caller's War Cry grants Scattergunners effectively RAT 7, the same accuracy as Greylord Ternions. Contrary to most of the advice in this article, the Scattergunners do *not* always need great numbers for great effectiveness. The mechanics of Spray weapons sometimes make great numbers of attacks redundant and a potential hazard to one's own models.

Pyg Bushwhackers share more commonalities with Circle Orboros models than with the more robust trollkin. A low ARM stat and the Pathfinder ability force Bushwhackers to rely more on DEF, concealment, and cover. Like Kriel Warriors, Bushwhackers rely heavily on spells or Fell Calls to enhance their effectiveness.

Pyg Burrowers have slightly better ARM and much better POW than their rifle-wielding kin but significantly shorter range. The Burrowers can operate in one of two capacities. The obvious mode makes heavy use of the Tunneling order. This grants vastly superior accuracy with an innate +2 from Tunneling, a possible +2 from Back Strike, in addition to any bonuses from spells or abilities. This approach means that the models only see use once every two or three rounds, however. Burrowers do function in a more traditional role, which lets you use them every turn, but such a method requires a great deal of support to increase their accuracy and protect them from enemy attacks. War Cry and Calamity mitigate the former limitation while Cross Country and Fog Cloud help with the latter.

CIRCLE ORBOROS

The rank-and-file units of the Circle Orboros include the Wolves of Orboros, Reeves of Orboros, Druids of Orboros, and Tharn Bloodtrackers. Circle units excel at maneuverability, and all four boast the Pathfinder ability and a SPD of 6 or 7. That's the good news. The bad news is that their attacks range from POW or P+S 8 to 10. This makes maximizing damage output the real key to getting the most from Circle units. This primarily occurs through special abilities that combine multiple weaker attacks into fewer stronger attacks. In most cases, however, Circle units cannot go toe-to-toe with foes and must devise ways to whittle down opponents while minimizing casualties. Rough terrain effects like forest AOEs, Undergrowth, or Swamp help, but even so, you need precise planning and execution to deal with any heavily-armored enemies.

Inexpensive, maneuverable, and reasonably accurate (especially on the charge), Wolves of Orboros have a fair resistance to blast damage and decent melee defense at DEF 13. Unlike the Circle's other single-wound combat troops, Wolves *must* close with an opponent to dish out damage, which makes prolonging their survival key if you want their P+S 9 spears to stack up against superior foes. The aforementioned rough terrain effects help but not always enough. The Circle values cunning over brute force, so careful positioning involving Broken Earth, Lightning Tendrils, or Fog Cloud can reduce casualties as well. The Officer and Totem Bearer provide several tools in addition to Fearless, including

improved accuracy near other Wolves and the flexibility to move and attack through other models in the unit.

The Reeves of Orboros cost more than their spear-wielding compatriots but also provide excellent ranged offensive punch, especially when they stand still. Their 10" range can make Dual Shot difficult to pull off, but a hail of aimed bolts that ignore forests, camouflage, concealment, and Prowl is worth the trouble. When they have no more immediate purpose, don't hesitate to use Push power attacks from unutilized warbeasts or Teleportation to set up Dual Shot for a few extra Reeves. Strength in Numbers becomes all the more valuable when you can virtually double those numbers.

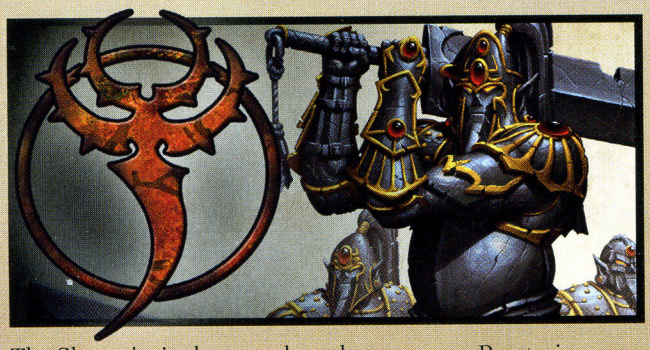
presents incredible benefits. Ideally, Druids allow other models to perform to maximum potential by firing numerous POW 10s to soften up targets or break up formations, blast an area with a potent AOE to clear charge lanes or LOS, provide cloud cover, limit opposing magic, or even tie up enemies with their reach weapons.

Tharn Bloodtrackers, the fastest non-cavalry models in HORDES, have much stronger and much longer-range offensive power than their POW and RNG values would imply. Their Prey ability and Ambuscade orders make this possible, and they benefit from anything that plays on these abilities. Bloodtrackers also benefit greatly from any effects

The Druids of Orboros, with their tremendous versatility and higher point-per-model cost, bridge the gap between a pure utility unit like Shifting Stones and pure combat units like Wolves or Reeves. Their price and wide range of abilities, most of which require the commitment of the entire unit, mean that you do not *typically* want to sacrifice them heedlessly for the greater good, unless such a maneuver

that reduce opposing retaliation. They hit very fast and fairly hard, but they cannot survive counterattacks without help. Wind Storm or Stone Skin can prevent an occasional blast damage roll casualty, but abilities like Broken Earth to stop countercharges, Regrowth to replace casualties, or abilities that block line of sight make the real difference.

SKORNE



The Skorne's single-wound combat troopers, Praetorian Swordsmen, Praetorian Karax, Venators, and Immortals, have stat lines and weapon compliments that stand out as neither particularly impressive nor particularly disappointing. Their most noteworthy characteristic is their interaction with Ancestral Guardian solos. Though Guardians gain souls from heavy infantry or cavalry as well, such models do not come at a cost of eight to 11 points. The rank-and-file troopers of the Skorne armies most commonly provide the fuel for these vessels whose power is directly linked to the quantity of souls available. Like most Skorne, the common troops have no easy

way to deal with rough terrain, and these strong and capable soldiers can get mired in swamps and woods quite easily. Skorne players should pay particular attention to the terrain layout and seek to eliminate models like Gatorman Bokors as quickly as possible.

Praetorian Swordsmen are reliable and relatively versatile but also somewhat unremarkable, possessing decent threat range, accuracy, and damage output, but lacking the flash of some of some other HORDES units. Their low cost and FA: 3, however, let them excel at the Strength in Numbers and Meat Shield tactical options, and their maximum unit size of 12 models makes them a key target for Bargain Bonuses. They also make exceptional soul token sources, and provide an opponent with an unenviable choice – kill the Swordsmen and be cut down by the Ancestral Guardian or kill the Ancestral Guardian and be cut down by Swordsmen.

Praetorian Karax sacrifice a portion of their offensive punch for greater survivability and utility. While in shield wall, they boast the highest non-spell assisted ARM of a rank-and-file HORDES unit, and the Defender's Ward spell can make them seem virtually invincible with a DEF 16 (against charge attacks from Set Defense) and ARM 21. Their Barrier and

Kneel abilities also make them an ideal front line unit that can protect more expensive and powerful models waiting behind.

Though a bit more costly than Praetorian units, the Venators' RNG 12 is matched only by the Titan Cannoneer and exceeded only by the Catapult Crew. While POW 10 is not particularly impressive, the combination of Needle Burst and small CRA groups allow them to quickly soften up medium- or large-based models or pick off wounded survivors. Though largely self-sufficient, a Basilisk Drake's Impact animus allows Venators to fill a more control-oriented role than a pure damage role.

Immortals present a paradox: While a rank-and-file warrior unit, their power depends upon the actions of solos whose own power depends on *non*-Immortal warrior models.

This interaction with Ancestral Guardians constitutes the Immortals' greatest strength and greatest weakness, and it makes proper coordination of these models exceptionally important. Fortunately, opponents *must* deal with Skorne warrior models to win the game, and even if they refuse to cooperate, Ancestral Guardians are not picky. When Spirit Driven absolutely has to happen, a Praetorian may just need to take one for the team. With both Resonance effects active, the Immortals gain a 13" threat range and multiple P+S 13 attacks. Their MAT is average for non-elite troops, but Carnage and Paralytic Field can enhance that significantly. Savagery, Merciless Assault, Total Annihilation, Rage of Ancients, or Last Stand all improve upon their already-impressive threat range or damage output.

LEGION OF EVERBLIGHT

The rank-and-file units available to the Legion of Everblight include the Blighted Swordsmen, Blighted Legionnaires, Blighted Archers, and Striders. These capable troops can handily deal out damage with CRA, CMA, or Weapon Master present on every unit, but they have their weaknesses. Three of these four units struggle with rough terrain, and three do not have fearless or access to a unit standard. While nearly all rank-and-file troopers struggle with a lack of fearless, it forces special considerations for the Legion of Everblight. They must beware both terrifying enemies and their own Forsaken and Warmongers, a situation often complicated by terrain or enemy board control effects.

The simple but quite remarkable Blighted Swordsmen have a MAT equal or better than most heavy infantry or cavalry, impressive DEF, Fearless, and Weapon Master. Bonuses granted to this unit just make a good unit better. Field of Slaughter and Chiller make their attacks very reliable. Draconic Blessing and Tide of Blood allow them to deal still more damage. Death Shroud, Foreboding, and Fog Cloud improve their survivability. There's a lot to be said for simple efficiency.

The Blighted Legionnaires have a comparable cost to Blighted Swordsmen but trade Fearless and Weapon Master for Reach and a list of unit abilities. The defensive nature of Bladeguard and Defensive Line makes Legionnaires superior Meat Shield candidates, and Reach means that they perform Cramping their Style far better, but Blighted Swordsmen still outclass Legionnaires for shear damage output. Blighted Legionnaires make an exceptional front line when not facing terrifying entities, and any buffs that aid hitting assist Legionnaires a good deal.

An amazingly versatile and powerful unit for merely 9 points per model, the Blighted Archers have CRA to deal with heavy targets, Concentrated Volley to deal with light targets

and ignore most defensive abilities, and single arrow shots to pick off models in the middle DEF and ARM ranges. The Officer and Ammo Porter make an amazing unit even more potent. Arcing Fire lets Archers take maximum advantage of Soldiers' Perspective, and Precision Fire guarantees that Strength in Numbers can maximize one big hit to take out an aspect or system instead of minor damage to hull or hide. Ready Ammo and Tainted Ammo, powerful Bargain Bonuses, make sparing the points for a full unit of Archers well worth it whenever the Ammo Porter takes the field.

While lacking Fearless, effective use of this rank-and-file unit will most definitely terrorize the Legion's foes.

Striders walk the line between rank-and-file troops and elite troops. They have impressive SPD, RAT, and DEF, but a high per-model cost. Striders work best as a harassment force operating outside the core of the army. This makes them less susceptible to Abomination checks from friendly models but can leave them quite vulnerable. One must take full advantage of terrain and maneuvering rather than unit buff spells and abilities to best employ Striders.

MINIONS

Farrow Brigands and Bog Trog Ambushers provide additional rank-and-file options to all HORDES factions, but prospective employers must view these models within the bigger picture of available faction models. Many abilities and spells will not work with Minion models, and each point spent on them reduces the points available for models that can benefit. One should always double-check the wording of abilities that buff units before fielding Minions. Krueger's Wind Storm will help Minions and faction models; Doomshaper's Fortune will not.

The versatile but expensive Farrow Brigands will work for any faction, but their strengths and weaknesses assist different factions in different ways. They serve best by filling a role that accompanying faction units cannot. For example, their relatively high ARM and Dig In ability give them a survivability that many Circle Orboros units lack. The shaman's Shrouded Path prayer allows Farrow to cross rough terrain when their Skorne masters cannot.

The Bog Trog Ambushers have an advantage in that they have an ability completely absent from HORDES faction units – Ambush. They have a strong stat line, decent P+S, CMA, and Stealth, but their real value lies in the power of surprise. As such, they have uses beyond filling in gaps in army lists, but tied rather to how well Ambush will serve in the scenario at hand.

CONCLUSION

The rank-and-file units of the feral nations may lack the flashiness of hulking warbeasts or rugged, elite warriors, but they make up for the difference in their numbers. They can flood the battlefield to bring down tougher foes, dictate the terms of battle while stronger weapons come to bear, or slow—sometimes even neutralize altogether—those more powerful models that so often eclipse them.

The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. 1 *and* Monsternomicon, Vol II.

By **Luke Johnson** · Art by **Brian Snoddy** and **Chris Walton** · Map Rendering by **Josh Manderville**

The Pendrake Encounters: The Scylla Flock

I have seen many horrible things in my research, and the worst of them always seem to come from the isle of Cryx. The scylla flock is a fine, necromantic example. The malign power of Cryx has transformed these poor birds into rotting monstrosities that yet manage to fly on tattered wings and chatter with deformed beaks. They swarm about their living prey to rip flesh and pluck eyes. Yet, however terrible their appearance and attacks, the flock's true horror runs deeper. These dead creatures not only tear the body when they slay a man, they also consume his mind. The victim's memories and portions of his experience and skills pass to the flock's collective consciousness. The birds chatter in the voice of their most recent prey and even gain a degree of power from arcanists they slay.

—Viktor Pendrake

Scylla flocks consist of undead birds who feed off the energy of nearby necrotite. They attack living creatures that draw too close to the flock's territories, and they occasionally range farther afield in search of men and women with abilities the flock can use. These birds show an uncanny degree of cunning for all that they seem mindless undead.

The birds' most notable power to gain a portion of their prey's memories, voice, and abilities proves useful in many situations. Necromancers can exploit it to gain vital information if they can convince the flock to cooperate. For the majority of people, however, that simply makes the flock far more frightening and dangerous.

This encounter, designed for four PCs of 8th-9th level, can take place in any wild land; a forest or other area with at least the occasional tree serves best, and the default setting is the Gnarls. This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon, Vol. 2* (the scylla flock appears on pages 142–143).

Encounter Background

In this encounter, the PCs come across a scylla flock on a recent battlefield. Rotting remains of soldiers lie about, and the silhouettes of junked warjacks eclipse the trees. One of the sides in the battle was Cryx; the other was any force that makes sense in your campaign. (Cygnar is the default choice.) A scylla flock arrived with the Cryxians, gathered necrotite—both newly formed from the ground and from destroyed Cryxian warjacks—in the aftermath of the battle, and used it to corrupt a tree at the center of the field. The birds nested there and soon devoured a Cygnaran Army wizard who arrived to investigate the battlefield. The flock now has a permanent place to dwell, a territory to roam, and the memories and skills and spells of a powerful wizard.

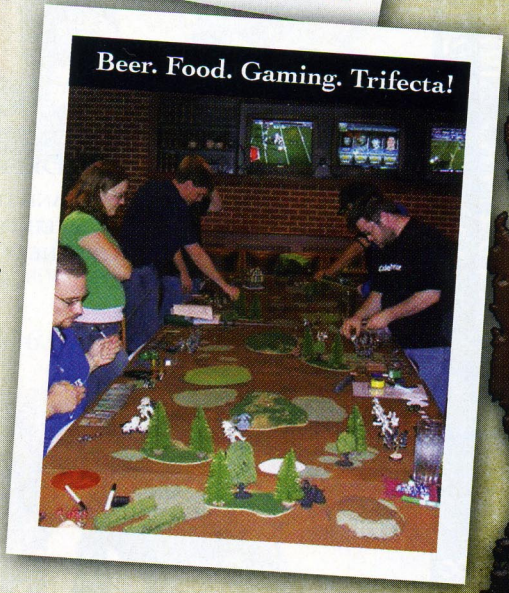
FANTASY STRONGHOLD SIEGE 4

Fantasy Stronghold Siege 4 in Ludwigsburg, Germany has become one of Europe's largest in-store tournament with dozens of participants, fully-booked weeks in advance. Playing mixed HORDES and WARMACHINE games of 500 points, players from all over Germany battled it out over four rounds on the 15th of September. Due to a 48 minute per-player time-limit, everyone played hard and fast battles with every game going to 6 turns (except, of course, when an army was totally annihilated). Every faction held their own, with the Protectorate of Menoth led by Kreoss and Severius ultimately winning the tournament (see right). European HORDES and WARMACHINE players shouldn't miss out on Fantasy Stronghold Siege 5 in 2008!

SLAM AT THE RAM

The Grand Prize. Eat your heart out, Siege.

Anyone who has attended Gen Con Indy knows that the RAM® is "the place" to go for grub after con hours. But did you know that it's also a place to get in some HORDES and WARMACHINE action? Last November, organizers Alex Andrews and Rick Wright worked with the RAM in Indianapolis to hold the first "Slam at the Ram" tournament, complete with some "heavy" prizes.



PRIVATEER PRESS 2008 EVENTS SCHEDULE

Privateer Press will be out in full force in 2008, with a presence at most of the premier gaming conventions. Stop by the booth and sign up to play your choice of HORDES and WARMACHINE events.

Date	Location	Event	Website
2/1-3	Providence, RI	TempleCon	www.templecon.org
3/28-30	Vancouver, WA	GameStorm	www.gamestorm.org
5/23-26	Burlingame, CA	KublaCon	www.kublacon.com
6/26-29	Columbus, OH	Origins	www.orginsgamefair.com
7/24-27	San Diego, CA	San Diego Comic Con	www.comic-con.org
8/14-17	Indianapolis, IN	Gen Con	www.gencon.com
8/29-31	Seattle, WA	PAX	www.pennyarcadeexpo.com

What drives the PCs to confront the scylla flock is up to you; some ideas include:

- The PCs hear rumors of the skirmish and journey to the area hoping for salvage.
- Traveling through the wilderness on for some unrelated reason (perhaps to bring a message to the wizard which the flock slew), the PCs stumble across the battlefield.
- The PCs, as mercenaries or conscripts, serve the Cygnaran army by providing extra defense in the Gnarls. A runner reaches them with warning of a Cryxian force not far away. When the PCs arrive to serve as reinforcements, they find the battle already over.

The PCs can encounter the scylla flock in any wilderness area; the default setting is a semi-open area in the forests of the Gnarls.

The Battlefield (EL 9)

The battlefield contains the aftermath of a skirmish between Cryxian and Cygnaran (default) forces. The skirmish was not particularly large, but did involve a number of warjacks. Which side triumphed does not matter for this encounter (but might for your continuing campaign).

The Cygnarans received a few hours of advance warning before the Cryxians arrived and had time to choose the battlefield and construct some simple defenses. Some of these defenses remain dangerous and pose obstacles to the PCs. The skeletons of junked warjacks loom against the trees. The detritus of battle litters the ground: rotting human remain, shattered weapons, spent ammunition, bloodstains, and churned earth. The necrotite in the flock's nest makes the flock more powerful.

When the PCs arrive at the battlefield, read or paraphrase the following:

Read Aloud

The tress break suddenly, and you emerge into a relatively open area. This place has obviously seen a recent battle. The ground is scattered with rotting corpses, smashed weapons, and churned, rust-colored earth. The hulking remains of warjacks stand or lie about like sentinels in the eerily silent clearing. The colors and symbols of both Cygnar and Cryx appear prominently on the warjacks and uniforms. The battle cost both sides dearly, and the shear devastation prevents you from telling which side won. One side apparently had some time to prepare, as sharpened stakes and hastily dug earthworks stand about, much good it did them. A dead, skeletal tree stands near the middle of the field, and tangles of thorns, fallen trees, and uneven boulders dot the scene.

Something feels wrong about this place, something beyond the strange silence or the gruesome human and mechanikal remains that lay scattered about. Something feels oppressive. If feels as if something is watching you.

Conditions

The time of day (or night) when the PCs arrive determines the lighting conditions. During the day, the clearing is fully lit, though the sunlight seems paler and washed out. At night, of course, the place is dark, but moonlight might provide shadowy illumination.

The battlefield is silent. The battle or the flock has killed or driven off all the natural animals.

PCs can make Knowledge (arcana) (DC 20) checks to identify the strange, evil feeling in this place resulting from the large concentration of necrotite. A Knowledge (arcana) (DC 25) check reveals that the tree in the field's center died from necrotite poisoning.

Obstacles

Numerous obstacles dot the battlefield. This encounter includes a number of terrain features that might impair or damage the PCs, so pay careful attention to the map.

Junked Warjacks: The wrecks of two heavy and two light warjacks from each side lie or stand about the battlefield, their locations marked on the map. Characters can take

cover behind these hulks (perhaps to evade the flock's *bombardment* attacks) or scramble atop them (Climb DC 10 check). The warjacks block line of sight (most are about 6 feet high—they are tipped over or are partially destroyed) and also block movement through the squares they occupy.

Tricky Footing: The remains of people and things litter the entire battlefield, in addition to the uneven ground from Cygnaran earthworks and the feat of warjacks. Characters attempting to run or charge must make Balance checks (DC 10). Failure by less than 5 results in normal movement rather than a run or charge.

Barricades: The Cygnaran forces erected barricades of sharpened stakes. These stakes in a given barricade all point in the same direction (away from the center), as indicated on the map. The barricades are four feet high. The PCs can duck behind them for cover or attempt to cross them. Clambering over a barricade requires a Climb check (DC 5) or a Balance check (DC 10) if approaching from the non-sharp side; approaching from the pointy end requires a Climb check (DC 15). Failure by more than 5 means that not only did the character fail to make it over, he managed to stab himself and takes 1d3 points of damage.

Traps

The Cygnaran forces also dug a few hasty pits disguised with brush. The Cryxians fell prey to a number of these, but the canny scylla flock has re-covered them.

The squares marked on the map contain these camouflaged pits. A character about to step into one may make a Spot check (DC 25) to notice his danger. Even if he fails, he can make a Reflex save to back off in time. Climbing out requires a Climb check (DC 15).

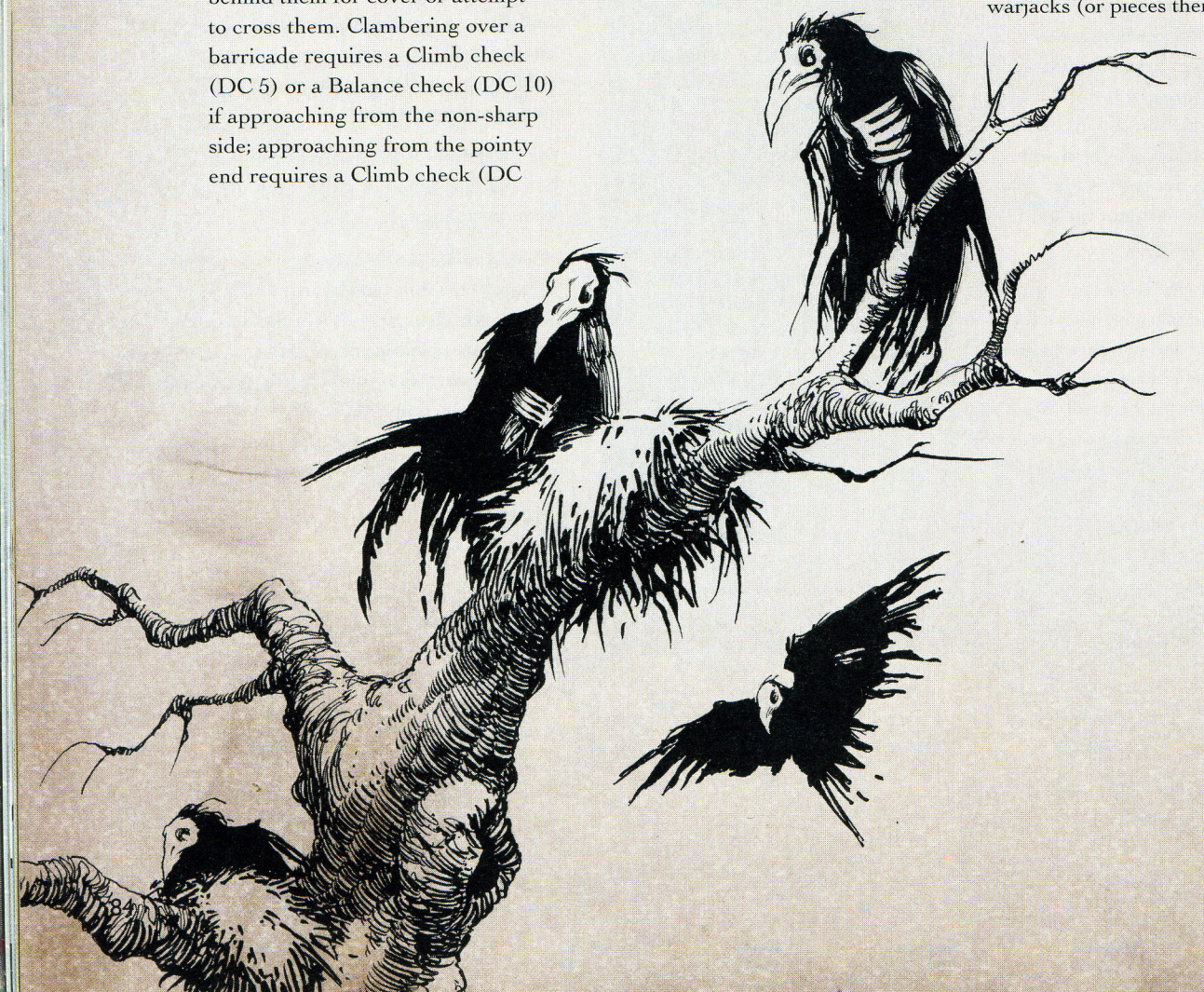
Camouflaged Pit Trap: CR 1; mechanical device; location trigger; manual reset; DC 25 Spot check or DC 23 Reflex save avoids; 20 feet deep (2d6, fall); Search DC 24; Disable Device DC 20.

Creatures

The flock is roosting in its tree—now a skeletal, malefic thing—when the PCs arrive. A Spot check (opposed by the birds' Hide +20 check) allows the PCs to notice the creatures and avoid surprise.

Tactics

When they notice the PCs, the birds cast *major image* to create the vague image of a wounded survivor close to the dead tree, hoping to lure the PCs within 60'. When they are in the open, one bird swoops in and touches a PC with *ghoul touch*, then the flock pounds the party with *bombardment*. The flock maintains concentration on *bombardment* as long as possible (provided doing so is tactically sound—remember, the flock has some of the tactical knowledge of a battled-hardened 9th-level wizard), which in this case is six rounds. On this battlefield, *bombardment* lifts boulders, felled trees, and even warjacks (or pieces thereof) to



Scylla Flock

hp 78. See the *Monsternomicon, Vol. II*, pages 142–143 for the scylla flock's statistics.

Skills and Feats: Concentration +10, Hide +20, Knowledge (arcana) +12, Knowledge (nature) +12, Listen +22, Move Silently +12, Spot +22; Ability Focus (distraction), Alertness, Dodge, Mobility, Improved Initiative.

Dead Memory: The flock recently consumed a wizard. If the PCs manage to converse with the flock, what the wizard's memories contain is up to you. The most likely scenario is that the flock simply chatters in the wizard's voice and casts his spells.

Spells (1/1/1/1/1): DCs 10 + spell level. 0—flare (DC 10); 1st—*obscuring mist*; 2nd—*ghoul touch*; 3rd—*major image*; 4th—*bombardment**.

*See *Iron Kingdoms Character Guide*, page 360.

bludgeon the PCs. The flock has an attack bonus with these objects of +6 and each one deals 10d6 points of damage on a successful hit.

While the flock concentrates on *bombardment*, it uses its move actions to fly about the battlefield, alighting in places to draw the PCs into the traps listed above. For example, it might land on a downed warjack or a barricade to bait the PCs into charging it and thus falling into a hidden pit.

After the flock stops using *bombardment*, it flies into melee, pecking and gouging the PCs. If reduced to 10 or fewer hit points, the flock uses *obscuring mist* and flees.

The flock attempts to remain within 60 feet of its nest, as doing so provides it with fast healing 6.

Treasure

Most of the debris scattered about the battlefield is worthless, though the junked warjacks could sell for up to 4,000 gp (if the PCs can get them back to civilization on their own).

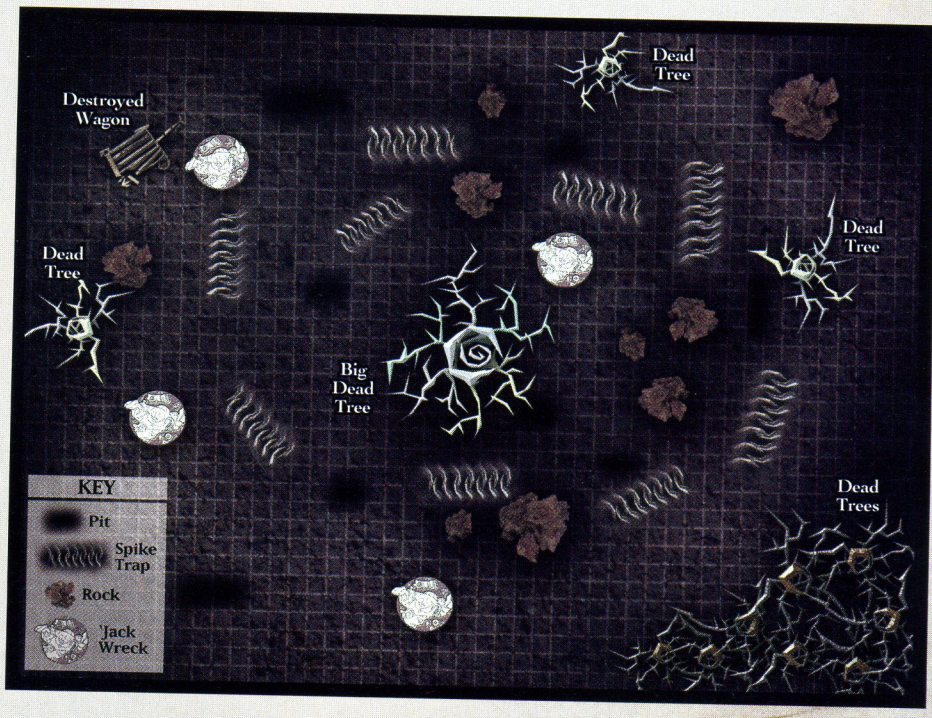
A thorough search (Search check (DC 25)) uncovers a deceased Cygnaran gun mage captain beneath a pile of thralls. The captain still clutches his masterwork magelock military pistol and has a masterwork long sword sheathed at his side.

Unwholesome NPCs might wish to purchase the necrotite as well, although this extremely dangerous substance will more likely get the PCs killed than earn them a profit.

Necrotite Poisoning: Necrotite's chalky consistency often flakes off in a fine dust when handled that can slowly kill those who breathe it. Touching necrotite directly with bare flesh guarantees exposure. While not actually an infection, necrotite poisoning's gradual progression follows the same rules as a disease, including recovering from the damage, providing the victim suffers no further exposure.

Unless taking extra precautions, such as breathing through damp cloth and wearing heavy gloves, initially extracting the necrotite requires a Reflex save (DC 15) to avoid accidental exposure. Transporting solid necrotite safely requires placing it in a sealed metal container. Necrotite carried in another way, such as in a burlap sack, guarantees the periodic escape of dust and endangers anyone lingering within five feet for at least ten minutes.

Infection	Type/Fort DC	Incubation	Damage
Necrotite Poisoning	Inhaled/Contact DC 16	1 day	1d6 Con



Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities include:

- The dead captain hails from a noble family and still wears his signet ring. Returning the ring to the captain's family puts the PCs in contact with wealthy and influential potential patrons.
- While leaving the battlefield, the PCs discover a terrified Cygnaran soldier hiding in the underbrush. He explains that he and a number of other Cygnarans escaped into hiding. The victorious Cryxians roam the woods. Only luck has prevented the PCs from encountering them.
- A local group of blackclads have detected the presence of the flock and necrotite. Now the druids rapidly approach to cleanse their lands with a force of wold constructs and Tharn warriors, and suspect the PCs have become tainted by the necrotite too.

Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

The Gavyn Kyle FILES

Transcribed by **Doug Seacat** · Art by **Matt Wilson**, **Chippy**, and **Imaginary Friends Studios**

MIKAEL KREOSS

I have encountered unusual difficulty in assembling information regarding Mikael Kreoss' background and upbringing. The Protectorate has erased mention of this period to deemphasize the Khadoran ancestry of this hero of their faith. Given the unusual manner in which the theocracy makes and keeps its records, many of the more interesting and illuminating anecdotes regarding Mikael Kreoss actually originate outside of the Protectorate of Menoth.

—G.K.

Mikael Kreoss was likely born in a small village near Skirov among a stern community of the Old Faith. Protectorate rumor-mongers have changed many of the specific details of his history to create a parable of sorts regarding the importance of letting nothing stand in the way of one's faith. It dismayed me to discover how far these stories have spread among Khador's Menite communities; not simply in the backwaters or rural villages, but also in our noble families who traditionally worship Menoth.

Several among the great houses erroneously describe Mikael Kreoss as related to their bloodline. I have tried to spread the word that he was born to a debtor of peasant stock to devalue his worth to these families, but nothing tarnishes the romanticized reputation attached to him. It may be that the exaggerated tales associated with Mikael Kreoss planted a seed of disloyalty before the rise of the Harbinger. Her appearance has only watered this seed and allowed it to germinate.

Lavor Tocanevich
Greylords Prikaz Chancellery

It appears that concerns over the impact of stories regarding Mikael Kreoss existed even before the Harbinger, but the Greylords Prikaz deemphasized them. Before the recent war, they focused on cortex smuggling and attempts to discover any noble families complicit in this trade rather than on quashing potentially seditious stories. I do not believe they anticipated how many of their ostensibly loyal citizens would answer the Harbinger's call.

Attempting to solicit the opinions of one Menite toward another is like pulling teeth. For a time, we entertained a Protectorate ambassador in Caspia when King Leto believed an amicable solution to our differences could be found, and I tried to bait this arrogant exemplar knight regarding his peers. Clearly in disfavor with his superiors to have been assigned the unpleasant task of consorting with "unbelievers", I discerned that he could barely restrain the urge to relate how badly he was unappreciated. I finally provoked an emotional outburst at the mention of Mikael Kreoss.

"That great knight," he blurted, his sarcasm barely restrained, "should have followed the calling of the Order of the Wall, as some thought he would." He blanched at realizing his words and quickly went on to praise High Exemplar Kreoss, but I had seen a glimmer of the truth. This man resented Kreoss for honor and virtue otherwise eradicated among the Knights Exemplar. I always felt that we could exploit this, if only we knew how, yet I have seen no flaw in the armor of loyalty which Kreoss wears like a second skin, no wavering in his dedication to his dark-hearted sovereign. He has been careful only to exercise his compassion when it would not compromise the machinations of the ruling priesthood.

Scout General Bolden Rebald

I have no doubt the [illegible] code of honor, but the [illegible] reports of his "compassion" are overstated. He benefits in this respect by comparison to his bloody-minded countrymen. Were he a knight serving the Cygnus we would consider him cruel. Ask the men and women who died by exemplar hands at Fallowsmeet or Fisherbrook what they think of his mercy. His rulers are black priests enforcing a rule by terror and torture and the Knights Exemplar are sworn to obey them without question. He would not have been promoted to grand exemplar if Hierarch Voyle had any doubts that Kreoss would fulfill his oaths.

This is a recovered fragment from a letter by Lord Commander Coleman Stryker, likely written to the Scout General who clearly solicited his opinion on the Grand Exemplar.

I have never spoken with him, but conduct in battle often serves to gauge a man's character. I remember in the fall of 602 AR we engaged near the Black River, a once minor skirmish turned serious. Sword Knights and Knights Exemplar lead by Mikael Kreoss had locked in a pitched melee, and I came to reinforce. Kreoss dispatched our soldiers with cool efficiency. In the midst of this fracas, a caravan of panicked civilians made the mistake of trying to flee through the melee. I expected them all to die, but Kreoss raised a gauntleted hand and backed his men away for the few minutes these innocents required to pass. It was but a brief pause before we resumed the clash of swords, but the memory has stayed with me.

Commander Adept Sebastian Nemo

I am inclined to agree with the Lord Commander. However, many Cygnaran generals and officers have a notably high regard for Mikael Kreoss. I expected to find a dark secret or hidden vices in his background, but I have discovered little to tarnish his name.

On the question of who should replace Baine Hurst, I realize the majority of the Synod has recommended High Exemplar Gravus. He is a senior knight and a worthy candidate, but I offer a contrasting opinion. While the masses exist at our sufferance and know that the powers of life and death lie in our hands alone, time has proven intimidation alone to be a poor motivator. If cowed, the people will act as we wish but reluctantly, inefficiently, and without passion or zeal. Fervent belief and devotion have proven better motivations among both the soldiery and the workers.

It behooves us in this time of war to capitalize on the popularity of Mikael Kreoss. None can deny the people love him. Through his fidelity of arms with such men as Dartan Vilmon, he serves as a mediating bridge to the Order of the Wall, those sometimes impertinent knights who nonetheless remain a useful lever on the pulse of the people. Elevating Kreoss will earn us unexpected gains at little cost. As he is only focused on the next battlefield there is little reason to expect he would raise his voice to interfere with the Synod or the Hierarchy.

Visgoth Jewish Rovin
Vice Scrutator

I thought to discover some collusion in the events which toppled Kreoss' former superior, Grand Exemplar Baine Hurst. Kreoss' succession of Hurst appears to have surprised him as much as others in the halls of power. The transcript above sheds interesting light on the politics behind this. Acquiring this document nearly cost me my life; my extra fees have been appended.

The following document was part of a leaflet recently handed out in Korsk until it was banned. While never formally stated, most believe it to have been written by Visgoth Ruskin, a leader of the Old Faith in Korsk.

Why do Khadorans find the loyalty of the exemplars so mystifying? The very bones of our society here in the north have arisen from these Menite principles. A soldier obeys his superiors. It rests on the shoulders of leaders to gauge the worthiness of a campaign or strategy, not the men who fight. This is the foundation of our military, of our loyalty to the empress, of a son's loyalty to his father.

Some have wondered how as great a man of our soil as Mikael Kreoss could serve a master like Hierarch Garrick Voyle of Imer. While we cannot fathom giving up the Motherland, understand that Kreoss has sworn himself to a man he believes is the priest-king chosen by our god. Does the arm question the impulse of the mind to swing the sword? Does the foot ask the thigh where it walks as it takes a step? The Temple of Menoth functions as a single body. We of the north disagree with the methods of our southern brethren, but the principles by which the exemplars lead their lives remain sound. Men like Mikael Kreoss are blood of our blood.

DRAWN AND QUARTERED

by **Chris Walton** and **Rob Hawkins**

THE PLAYER GALLERY

"The Champ" by Mike Melody, a regular at The Days of Knights in Newark, DE. Anyone wanna step into the ring with this guy? Didn't think so...

"Broadside" Defender variant by Odin Shafer. (No kids, this is not legal in play.)

IRON KINGDOM PORT

In anticipation of making heavy use of Forces of WARMACHINE: Pirates of the Broken Coast, *Jarnigan Cook put together this impressive Iron Kingdom's themed port, down to the interiors of the buildings [accessed with removable roofs] and a bazaar complete with produce [actually real beans, from the look of it—things grow BIG in the Iron Kingdoms…]*

by Jarnigan Cook

VERY, VERY SCARY CHALLENGE

No Quarter #14 presented the Very, Very Scary Painting Challenge, where you were asked to paint up your 'jacks and warcasters in the creepiest light possible. Not too surprisingly, we discovered our fans have a rather twisted sense of humor—especially when

WINNER!

Marijin Bierhof

Marijin Bierhof puts the "weird" in woldwyrd, making him the winner of No Quarter #14's Very, Very Scary Challenge with this particularly creepy paint job. Don't let this thing put its hairy eyeball on you. Talk about the evil eye...

HONORABLE MENTIONS

*Check out **page 55** for the next Painting Challenge and see if you can **Paint Like You've Got a Pair!***

"Tartarus Bridal Party"
by Micki Kornfeld

"Bringing Sexy Back"
by Ashley Cook

NEW RELEASES

JANUARY 2008

Mercenary Privateer Master Gunner Dougal MacNaile
Sculptor: Steve Saunders
PIP 41052 $9.99

Mercenary Privateer Lady Aiyana & Master Holt
Sculptor: Werner Klocke
PIP 41055 $15.99

Minion Feralgeist
Sculptor: Edgar Ramos
PIP 75010 $9.99

JANUARY 2008

Mercenary Sea Dog Deck Gun Crew

No less devastating on land than at sea, Deck Gun Crews add a deadly punch to Privateer armies. Whether devastating tightly packed formations or obliterating lone targets, Deck Guns provide Sea Dogs with the firepower to breach heavy defenses or sweep aside waves of enemies in the field.

Sculptor: Mauro Gnani • PIP 41056 $16.99

JANUARY 2008

Legion of Everblight Incubi

The incubus infects its host as a sentient disease and awaits the energies released by death to transform slain Nyss into hideous draconic abominations and continue fighting. Their attacks rend flesh and spirits alike. No one can detect which blighted Nyss holds a lurking incubus until an inhuman cry of pain heralds the creature tearing through the flesh of its host to attack.

Sculptor: Jeff Grace • PIP 73031 $29.99

THE POOP DECK

IN THE NEXT NO QUARTER MAGAZINE

Bigger Than Life
More *Legends* Previews

Down and Dirty
Building your own Mine terrain

Tougher Than Nails
The Cataphract in Guts and Gears

PLUS, **a Cygnar vs. Protectorate Battle Report**, using **Formula P3 Hobby Tools** and a **Studio Smackdown!**

Get Your IK Fix With the Podthralls

For two years, fans of HORDES and WARMACHINE have been able to get the inside scoop on all things IK via podcasts by the Podthralls (www.podthralls.com). No Quarter's Editor-in-Chief Nathan Letsinger caught up with the 'thralls to find out what it takes to put on their show.

How many folks are in your crew?
We have a rotating cast, but the main ones are Mark, Jim, Ryan and Shane. We also have the Northern Correspondents who provide us with a much-needed "Khadoran perspective", as well as regular guests from Privateer Press. The show is the brain child of Ryan and Mark. Mark handles the production work, editing and posting the show. Ryan handles public relations and Jim sets the topic schedule.

How long have you been podcasting?
We've been podcasting for over two years with over 100 episodes under our belts. We're one of the oldest, longest running gaming podcasts.

What possessed you to want to do a podcast on the IK?
We all love the world that Privateer Press has created and most of our free time was spent talking about it. So we figured, why not record our conversations and share it with the world?

What's the format of the show like?
We do "wild speculation" every episode, wherein we conjecture on what the new models being released will do. We also answer voicemails and emails from our listeners. We generally have two topics of discussion. We discuss tactics with new units, how to beat particularly troublesome armies, and brainstorm ideas for Iron Kingdoms roleplaying. We try to vary our discussions between WARMACHINE, HORDES and the Iron Kingdoms RPG.

How does the community participate in the show?
We get a lot of voicemail and emails from listeners, which often become future topics, plus forums that stay pretty active.

What does it take to listen to Fell Calls?
All you need is an internet connection and a program that plays mp3s.

TOP 5 REASONS TO LISTEN TO FELL CALLS:

5. **Listening is a good excuse to paint!**
4. **Top 5 lists are WAY funnier on the podcast.**
3. **Learn the proper pronunciation of "Khador".**
2. **Makes your work week at least one hour shorter.**
1. **Free content about your favorite games!**

WWW.PODTHRALLS.COM

Supreme Kommandant Irusk leads a massive Khadoran force, preparing for the second attack on Northguard.